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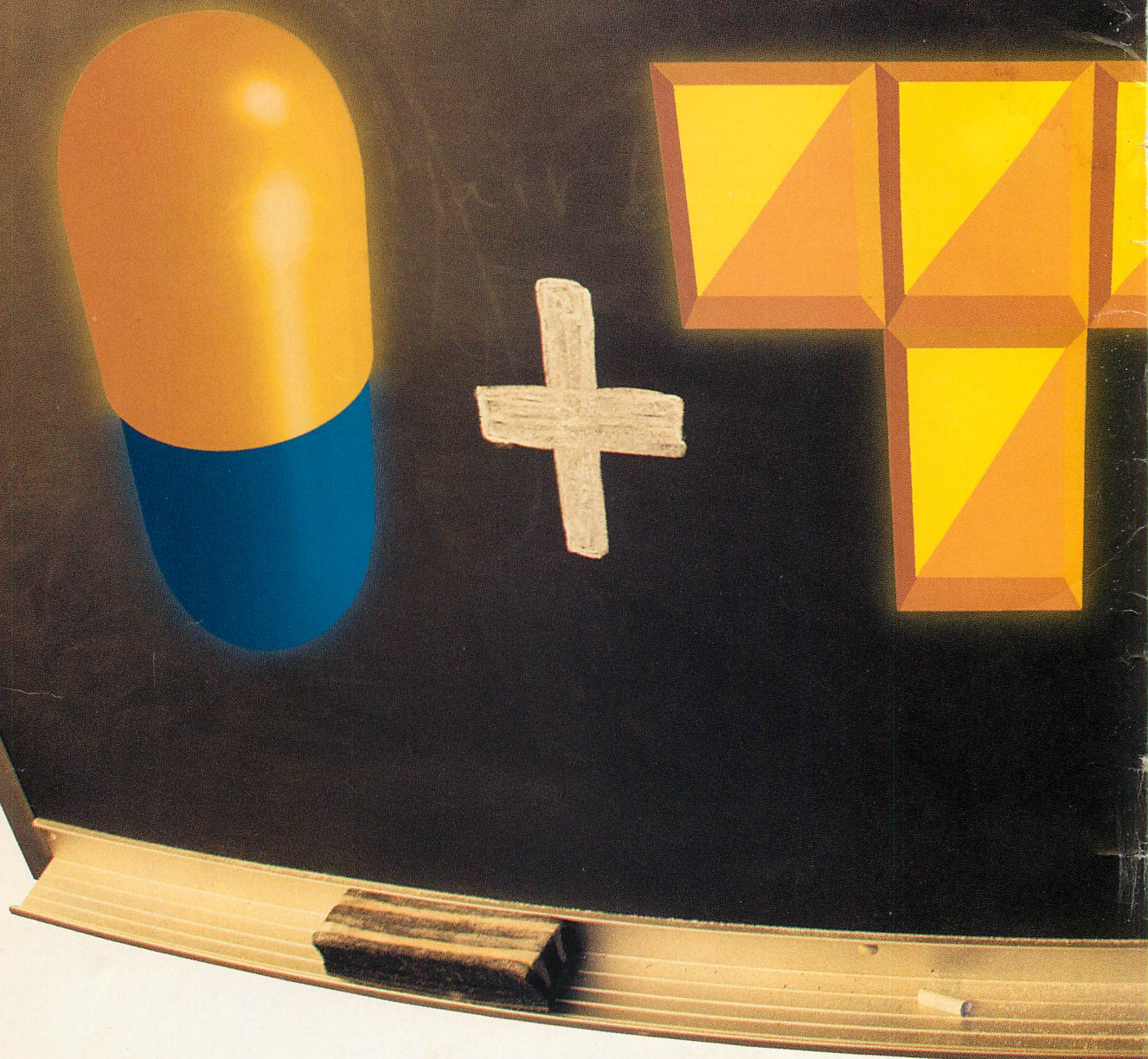
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OK class, the answer is:

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That is correct. All that pill-dropping, block-busting insanity is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that).

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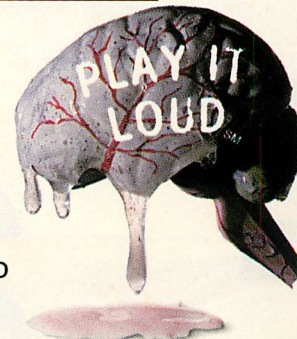
TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAUTÉ.

this is getting really annoying. Anyway, to sum it up: there are six new ways to play

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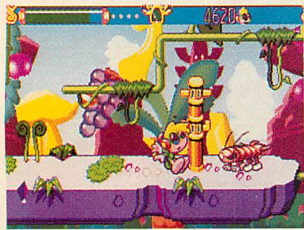
SUPER NINTENDO.
ENTERTAINMENT SYSTEM

your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).

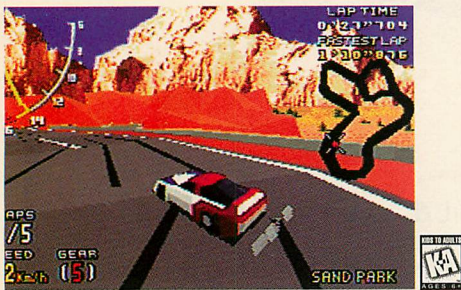


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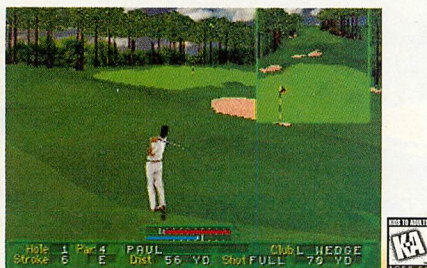
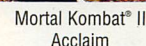
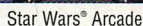
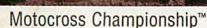


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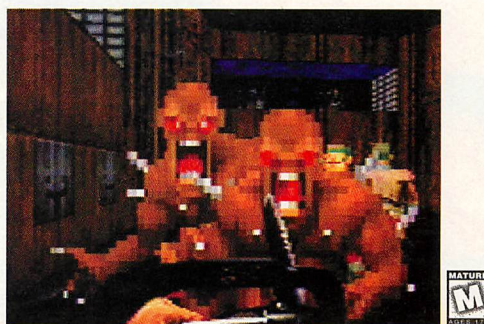
GENESIS 32X

[*What did you think we were
talking about, you little degenerate!*]

F a s t



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Doom™



Metal Head™

is next



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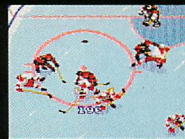
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er!

oh baby,
oh baby...

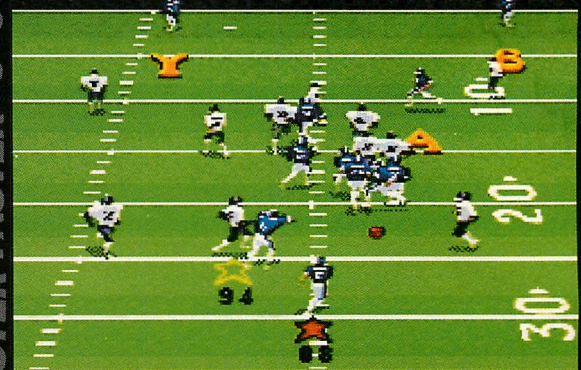


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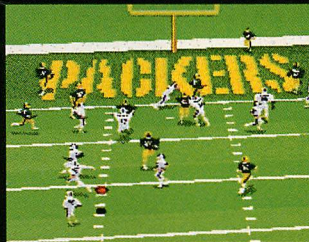


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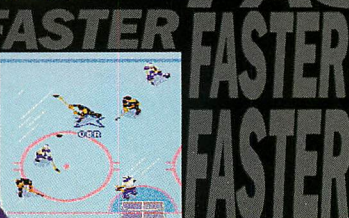
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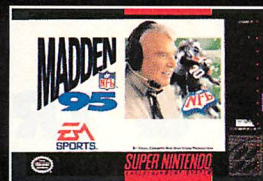


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Whoa, what's that blurr? It took EA SPORTS® to finally bring sports games to Super NES® that are fast enough to rival the real thing. So check out Madden NFL® '95, NHL® '95 and NBA® Live '95. Before they blow by you.

SUPER NINTENDO
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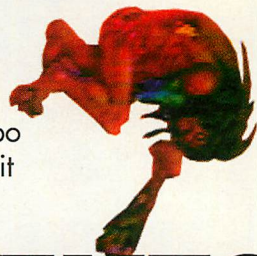
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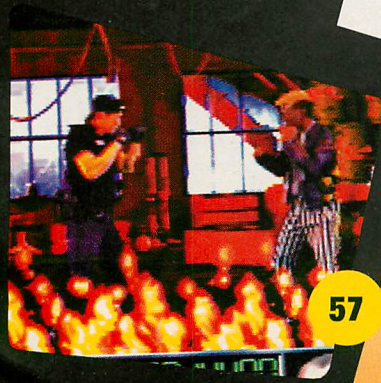
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INPUT

COULD TOO MANY GAME PLATFORMS CAUSE ANOTHER CRASH?

It was recently announced that Bandai of Japan and Apple Computers are teaming up to create a new CD-based gaming platform. Great! Just what we need, *another* new platform. Already, store shelves are bursting at the seams to make room for new titles for Nintendo, Sega, 3DO, CD-i and Jaguar (Alright, maybe they don't need a lot of room for the Jaguar games). 1995 promises to be an even more chaotic year, with the introduction of Nintendo's Virtual Boy and Ultra 64, Sony's PlayStation, Sega's Saturn and 3DO II. Not to mention this new Apple/Bandai thing.

Sega alone will be supporting seven platforms in 1995. Yes, you heard right, *seven* platforms! You know them all by name—Genesis cartridge, Sega CD, Game Gear, 32X cartridge, Sega CD 32X, Saturn cartridge and Saturn CD. Sega will

have more than a few problems supporting all of these platforms and trying not to confuse consumers. While Sega succeeded in making the 32X look cool, many gamers thought that it upgraded their *old* Sega carts to "arcade quality." (Okay, readers of *VIDEOGAMES* aren't that stupid, but the friendly clerks at my local software store told me this was a problem.) Now, with the unveiling of the code-named Neptune project—basically a Genesis with 32X built in, for under \$200—some of the compatibility problems may be resolved.

The name of the game is still not the platform: It's the software. Looking for the superior version of games will become increasingly difficult on the high-end systems, since the quality will be similar. There really isn't much of a difference to be detected between any of the versions of *Myst* on Saturn,

PlayStation and 3DO.

One of the primary reasons the video game industry crashed in 1984 was this: Bad games. Title after title of the same crap flooded the market, meaning that hundreds of thousands of games ended up in landfills (Remember *E.T.* for the Atari 2600? Go to Arizona and you might be able to dig one up). There were other reasons for the crash, but you have to wonder if the likely confusion of the upcoming platform wars could provoke another crash all by itself. Consumers leery about game systems and the multimedia buzz-word are more likely to hold off on any purchases for the time being, simply to see who survives. What do you think?

—Chris Gore
Editor-in-Chief

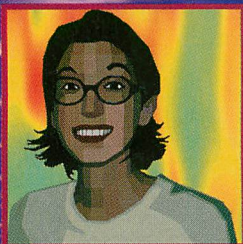
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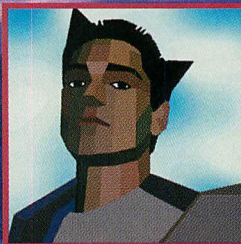
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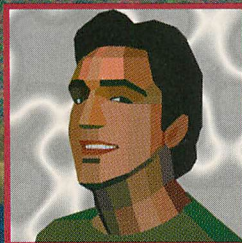
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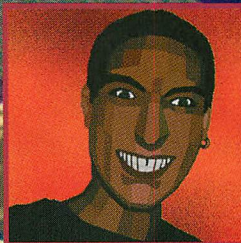
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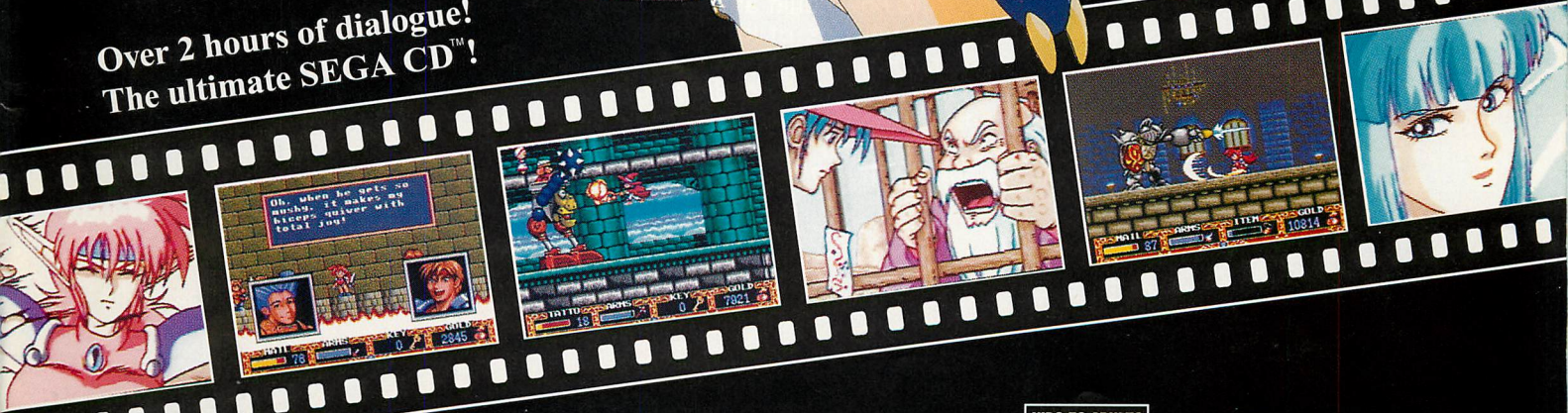
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Three Characters.
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One Serious Mess.



Over 2 hours of dialogue!
The ultimate SEGA CD™!



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.



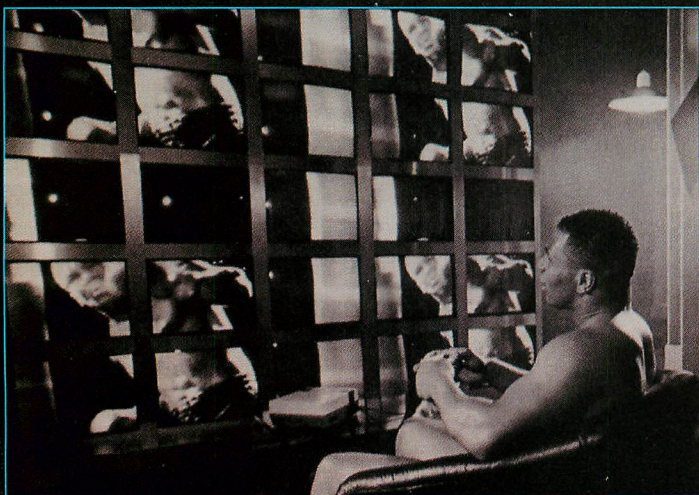
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PRESS START

The Selling of Video Games on TV



Former champ Mike Tyson took on Little Mac in Nintendo's *Punch-Out!!* commercial.

It used to be a lot easier to make a television commercial for a video game. Show the game, show a bunch of happy kids playing it, show the box. Maybe you could tack on a silly jingle, like the ones that sang the praises of such early '80s gems as the original *Mario Bros.* ("Maaario, where aaare you?") or even *Deadly Duck* ("Takes more than luck/To play *Deadly Duck*.")

For the more serious gamer, there were always Mattel's Intellivision commercials, in which would-be athlete George Plimpton would spout statistics about how "88% of baseball fans prefer

Mattel's *Major League Baseball*" when compared to Atari's primitive *Home Run* cart. (One has to wonder what ol' George would have to say about the current EA Sports line-up, or Sega's *World Series Baseball*.)

Yep, things were simpler back then, and the early game commercials show it. It wasn't until the Nintendo Entertainment System started

to explode in 1986 that players started to see the influence of MTV sensibilities on video game advertising. Nintendo had the world under its thumb, and it wasn't afraid to sell a serious, dramatic adventure like *The Legend of Zelda* with images of a geeky guy wandering through darkened corridors, shrieking about "tektites" and "leev-ers". And how could anyone forget the sight of millions of kids grouped together and chanting "Mario! Mario!" (in honor of *Super Mario Bros. 3*) as the camera zoomed into space to reveal the giant Mario face that covered the entire continent?

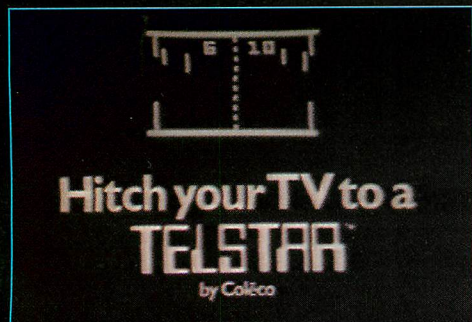


Sega's *Zaxxon* was the first coin-operated video game to be advertised on TV.

Of course, most of the early game ads pale in comparison to the fast-paced, ultra-hip commercials delivered by Nintendo's fiercest competitor when some advertising genius hit upon the idea of simply shouting the company's name as the tagline of each spot. The strangled bark of "Segal!" has become a miniature battle cry for a new generation of gamers, and the hilarious, lightning-quick commercials for Sega products have given birth to numerous imitators...including similar ads from Nintendo itself.

So what does it take to sell a video game on TV? VIDEOGAMES checked out some recent campaigns and put together a blow-by-blow description and analysis of each one. See if you agree with us...

—Chris Bieniek



One of the very first video game commercials: Coleco's *Telstar* ad.

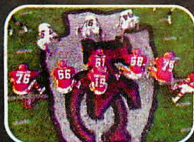


Atari played it safe with this early 5200 spot.



Acclaim's memorable *Mortal Kombat* campaign has already been spoofed by other game ads.

Sega for NFL '95



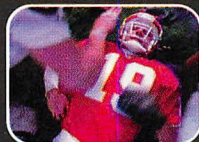
The designers of Sega's NFL '95 gave it real teams, real players...



...and a brand new feature that lets you see 65 yards downfield.



Joe: "Oh my god!"



There's even a new trading feature...



Joe: "I just bought a house!"



(then the fat guy's hot dog says, "Sega!")

VIDEO GAMES
says...

The latest in a long line of clever and hilarious Sega spots, Joe seems to enjoy playing along with the gags, and we also liked how the live-action camera angles duplicate the perspectives of the game.

Nintendo for Donkey Kong Country



(No announcer, just black-and-white title cards and a hard rock soundtrack.)



Introducing *Donkey Kong Country*, the first fully-rendered video game ever.



Where you gonna find it?



Not on Sega...not on 32X adapters...not on CD-ROM.



It's only for Super NES...and it's out now.



Play it loud.

VIDEO GAMES
says...

An extremely effective, no-nonsense ad that gets straight to the point. Nintendo's "only on Super NES" ads are extremely persuasive, especially for those who are still shopping for a 16-bit system.

Activision for Pitfall: The Mayan Adventure



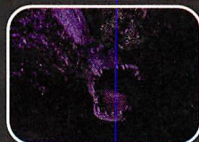
Introducing *Pitfall*...



...the jungle adventure game from Activision.



Just a reminder:



...not everyone wins.



Pitfall: The Mayan Adventure



New from Activision.

VIDEO GAMES
says...

More of a traditional video game commercial than most, but the game scenes speak for themselves. Why isn't there any mention of the hidden original *Pitfall* game? That's one of this cart's best assets!

Konami for Contra: Hard Corps



(After pressing **START** on a Genesis controller...)



(...a kid gets sucked into a meat grinder.)



Pull yourself together!



It's Konami's *Contra: Hard Corps*...



...for Sega Genesis!



Kid's voice from inside package of ground meat: "Cool!"

VIDEO GAMES
says...

A meat grinder! We can't think of a more appropriate metaphor for playing this excellent—but extremely difficult—cartridge. There's a reason why the game includes the word "hard" in its title.

3DO for the 3DO Interactive Multiplayer



Highway patrolman: "Do you have any idea how fast you were going?"



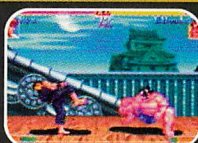
The passive type probably plays Nintendo. (Man whimpers.)



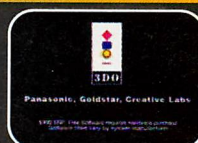
The aggressive type plays Sega: "You tell me, you're the guy with the radar!"



"I don't know; the little needle stops moving at a hundred."



And the other type definitely plays 3DO... (quick montage of game footage)



...the most advanced home gaming system in the universe.

VIDEO GAMES
says...

Smart and funny, the 3DO spots will make SNES and Genesis owners laugh even though they're being insulted. Our favorite character is the "aggressive" guy from the "working late tonight" commercial.

Playmates for Earthworm Jim



Grandma: "This is the story of the *Earthworm Jim* video game."



"...the evil Psy-Crow lost a space cyber-suit...to that slimy Earthworm Jim..."



"...and blammo! He becomes a super-powered hero!"



"He even tries mucous bungee jumping! If that doesn't stop him..."



"...maybe a battle with Queen Festering Sweaty Slug-For-a-Butt will!"

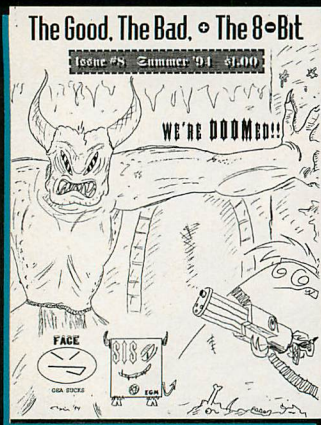


Earthworm Jim from Playmates.

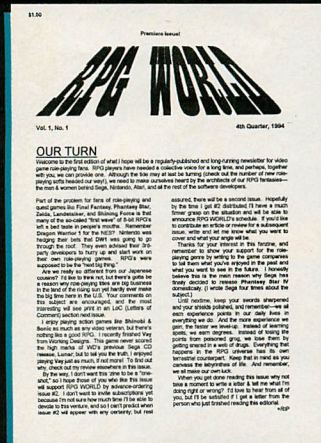
VIDEO GAMES
says...

The game's terrific, but the commercial is kinda gross! Wasn't this lady on Howard Stern's New Year's Eve special? Some TV stations have actually banned this ad, and others will only show it late at night.

ZINE ZONE



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Mill Valley, CA 94941
\$1 Monthly/\$4 for five issues
 It's always a good sign when fanzine contributors decide to use phrases like "urine trouble" and "stinky pants." Another big chunk of fun (18 pages) for one buck. The cartoon illustrations that accompany the "Savage Untamed Reviews" are ever-amusing. Issue eight offers anime reviews as well as an interesting article entitled, "Takara: Hammer of Truth in a World Gone Mad." Overall, a good mixture of information and blasphemy.



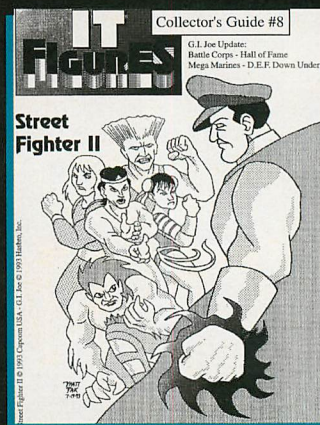
RPG WORLD
R. I. Palmer, Editor & Publisher
2405 Pisgah Church Road
Greensboro, NC 27455
\$1.50 per issue
RPG World foresees a bright future for the role-playing genre. The premier issue includes an extensive list of upcoming RPG's and a lengthy article on the *Phantasy Star* series, but only a couple of reviews. A 'zine with a mission—to gather support for the RPG genre. The "Aggravation Awards" are a good read. For the most part, a straightforward and serious zine. Might not be controversial enough for some. In the words of R. I. Palmer, "Keep your swords sharpened and your shields polished."



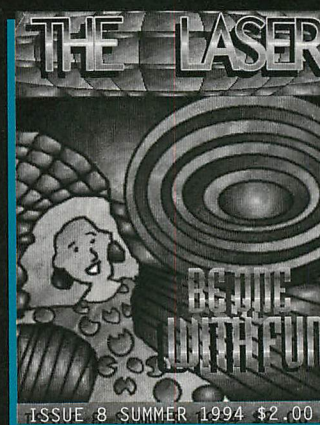
SPECTRUM
Ara Shirinian, Editor/Publishers
10904 Haislip Court
Potomac, MD 20854-2251
\$10.00 for 10 issues
 A hefty 40 pages, but 25% of volume 2, number 2 is devoted to letters. Who wants to read a bunch of mail? That's okay. There's still a lot of info in there. "Why Blockbuster Video Sucks" is an entertaining article, and "CEstravaganza!" offers the best CES coverage by a fanzine yet. Especially the part about the "crazy-good crackers." A lot of pictures is always a good thing. You'll also want to check out "The Spectrum Interview" with Leonard Herman and "They don't Make 'Em Like They Used To." Worth the dough.



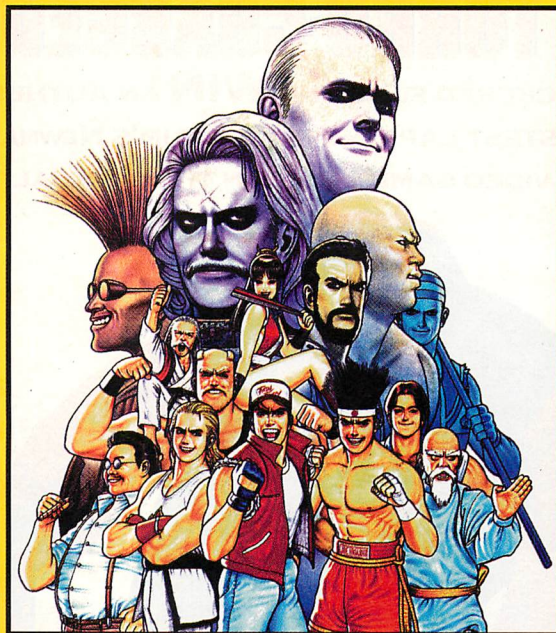
NEOTECH MAGAZINE
Michael Napieralski, Editor
15 Sycamore Court
Woodridge 4114
Brisbane QLD
Australia
\$1.00 plus SASE
or money for postage
 This guy is funny. You might like the part about the "constipated squirrel in heat." It's strange that there are so many anime cartoon pictures everywhere that have absolutely nothing to do with the text. It's worth taking a look at. Now all you freak fan-eds can hook up with some Australian freaks. Besides, you won't want to miss the "Neotech Guide to RPG's, Part 2" in issue three.



IT FIGURES
Collector's Guide #8
G.I. Joe Update:
 Battle Corps - Hall of Fame
 Mega Marines - D.E.F. Down Under
 Wow! A zine that strictly covers action figures! Issue eight features *Street Fighter II* figures—those weird Hasbro 3 3/4" action figures with G.I. Joe body parts. Loads of pictures of each figure. You'll also get to see *Street Fighter II* toys from Japan: a 7" Bandai figure of Ryu, a painted vinyl figure set, a metal figurine set, a super-deformed Sagat plus a complete *Street Fighter II* cast list with vital stats, as well as a list of characters from the original *Street Fighter* video game. It's cool to see all this info in a different context.



THE LASER
Michael Palisano
2 Rock Ridge Drive
Norwalk, CT 06854
\$2.00 Bi-Monthly
\$9.00 for six issues
 Everybody loves to talk poo-poo about Blockbuster. That's cool. Indignation and insubordination are the makings of a good 'zine. Speaking of poo-poo, check out "Press Your Luck: The Laser's Guide to Full-Color Fanzines" by Inky Fingers for some caustic editorial on *EGM*, *Computer Gaming World*, *GamePro*, *Game Players* and *VIDEOGAMES*. Whoo! Same to you guys! One suggestion: Let's see some ratings with those reviews.



Sure we offer a variety
of more things BUT, it
doesn't matter cuz you're
still gonna get your
BUTT KICKED!

FATAL FURY SPECIAL



SEGA CD™

SNK



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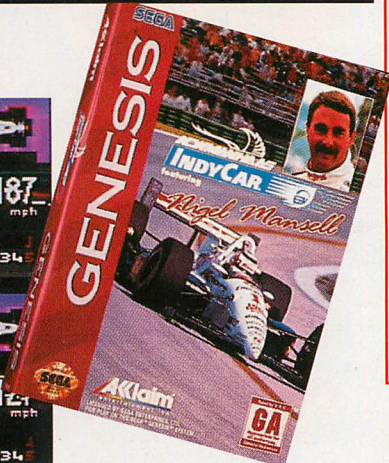
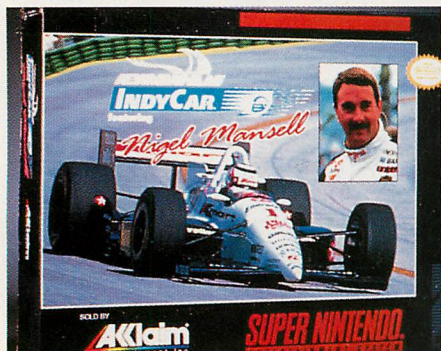


2ND PLACE: A NEWMAN
HAAS INDYCAR WORLD
CHAMPIONS DUFFEL BAG!



To enter: Race on the DETROIT track in SIMULATION MODE on either the Genesis or Super NES. Submit a picture from the race indicating your fastest lap to VIDEOGAMES no later than March 15, 1995. Three Genesis and three Super NES winners will be selected.

**Winners will be announced in the May issue of
VIDEOGAMES.**



TO ENTER: Print your name and complete address on a 3" X 5" piece of paper. Mail this card with a picture of the game to: Newman Haas IndyCar featuring Nigel Mansell Contest, VIDEOGAMES Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Mutilated, incomplete, or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due, or misdirected entries. Entries must be received by 3/15/95. Winners will be announced in the May issue of VIDEOGAMES Magazine.

PRIZES: (1) First Prizes: Official Newman Haas VIP Racing Jacket (ARV \$99); (2) Second Prizes: Official Newman Haas IndyCar World Champions Duffel Bag (ARV \$44); (3) Third Prizes: Nigel Mansell Premier Race Car Replica (APR \$8). ELIGIBILITY: Contest is open to residents of the United States and Canada. Employees of Acclaim Entertainment, Inc., their affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.F.P., Inc., printing suppliers and the immediate families of each are not eligible. Contest void in Quebec and wherever else prohibited, restricted or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners.

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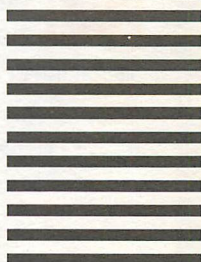
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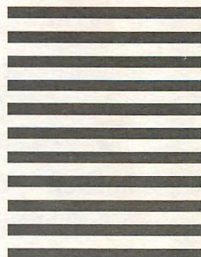
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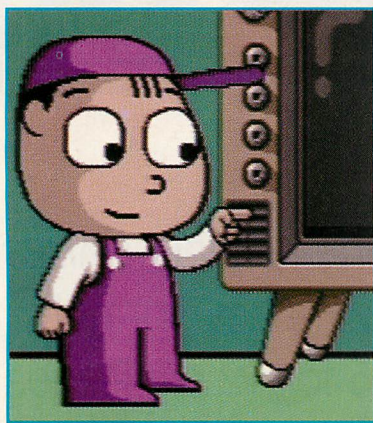
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Foreign (including Canada) add \$10 per year, per subscription. Your first issue will arrive in 6 to 8 weeks.

TIPS & TRICKS

BY NIKOS CONSTANT & ZACH MESTON

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



Area Skip

Panic! is one of the best games ever for the Sega CD, but it sure can get you lost. Wouldn't it be nice to have an area skip? Well, here it is. At the Title Screen, press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down**. A new screen pops up so you can select which area of the game you want to be in.



Enter the code **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down**.



Try various numbers to start at different stages, or choose 120...



Now you can choose which area of the game you want to see.



...to warp to the end of the game.

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.



CHEAT CODES

Shock Wave is one of the better games for the 3DO, but it sure is hard to get through. Here are some codes that will make blowing up your enemies a little easier.

All of the codes must be done after you

have done the "Special Mode Access" password. Pause the game and enter the code B, A, C, C, A, A. Finish up the code by pressing the "Quit" (that's the square one) button. If you've done the code correctly the game won't quit, you'll just go right back into the game. Enter all subsequent cheat codes in the same manner: Pause, Enter Code, Quit.



This is the Pause screen. Be sure to enter the "Special Mode Access" password first (B, A, C, C, A, A), and remember to enter codes in this sequence: Pause, Enter Code, Quit.

SUPER LASER



The code C, A, A, B, A, C, A gives you a Super Laser. The words "XTRA LASER" will appear on the cockpit readout.



The Super Laser is red, not green.

SMART BOMB



The code A, C, A, B, A, A, C, A, A, A gives you a Smart Bomb. Everything on the screen blows up, and you cockpit readout says "SMART BOMB." This code can only be used once per mission.

SUPER FAST-RELOADING NUKES



The code C, A, A, B, A gives you nukes that reload faster than the regular missiles. The cockpit signals you with "NUKE 'EM UP." Again, this can only be used once per mission.



The nuke explosions are way bigger.

INVINCIBILITY



The code A, B, A, C, A, A, B, A makes you invincible. The cockpit lights up with the word "INVINCIBLE." You can only do this one time in the game.

FUNNY COCKPIT MESSAGES



The code B, A, C, A, C, A gives you the strange message "100% PURE FRENCH CODE," acknowledging the game's French design team.



The code B, A, B makes the computer say "PILOT 11 IS #1." Weird.

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

SUPER PUNCHOUT (Nintendo for the Super NES)



CB34-AD07+F834-AD67+3C34-ADA7—Always have super punch after first hit

DBB7-0704—Start with 8 rematches
DFAB-AFDD—Most opponents stay down for the count

EARTHWORM JIM (Playmates for the Genesis)

J4BW-LA4Y—No damage to Sea

Pod from running into walls
721W-LEC8—Plasma gun power-ups worth 750

AP5C-JADY—Start on Evil Boss
A35C-JADY—Start on Snot a Problem 3

SHAQ FU (Electronic Arts for the Genesis)



R15C-86VT—MASTER CODE
AL8T-AA3T—Player must have Fury to damage other player
AT4T-CA6C—Infinite continues
AZBA-BA82—After the first fight, always fight Beast

SONIC & KNUCKLES (Sega for the Genesis)



AANA-DYA0—Orbital jump for Sonic
AB5T-DTCR—Orbital jump for Knuckles
BXLA-EA5G—Bonus round is always Slot Machine
A5LA-EA5G—Bonus round is always Glowing Spheres
ACCT-CA2R—Can't drown

POPEYE 2 (Activision for the Game Boy)

88B-68B-E66—Super code: more lives and power
2A2-02B-A22—Infinite time: switch off to advance in some areas
00E-83B-19E—One hit and you're invincible until the end of the level.



GENESIS

PASSWORDS

Baja Oil Rigs
CNHGLBR4NBF
Inside Main Oil Rig
ZLGBWD3PFZD
Mexico
BWDR6MJYNM
San Francisco
NDR63P7VZLT
Alcatraz
H63PMJT4SYL
New York
LPMJ7VSXFZR
Las Vegas
GJ7VT4FKYNM
Casino
BVT4SXYCZLT
Vegas Underground
WR63PMT4SYL

SPECIAL PASSWORDS:

Begin game with 10 lives and no co-pilots missing in action
YCZ9NHLGBT7



Begin game at Campaign 4, Mexico, with 16 lives
9G6T9BR6S3V



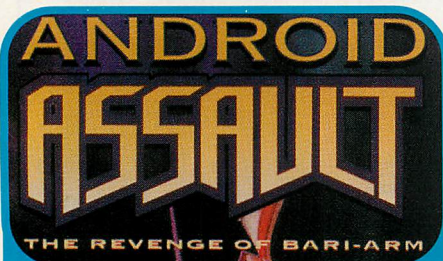
SUPER NES

Level 2
3847
Level 3
5113
Level 4
3904
Level 5
1970
Level 6
8624
Level 7
2596

PASSWORDS



2-Player
"Special Stage"
Fighting Mode
0411
1007
1212



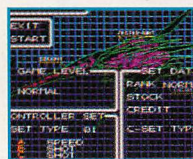
SEGA CD

CHEAT CODE

There's nothing we like better than a straight-up cheat code for a game. Here's one for *Android Assault* that gives you immortality, a stage select, and a permanent weapon-charge. At the main title screen, enter the code Up, B, A, C, A, Down, B, A, C, A. You'll hear a jingle to signal that you've done the code correctly. Go to the Options menu and push the joypad left twice. You'll find a secret option menu that lets you choose your weapon, stage, and immortality options.



Punch in the code
Up, B, A, C, A,
Down, B, A, C, A.



Go to the Option
menu.



Push **Left** on the joypad
once to get this
screen...



...and a **second** time
to get the **Secret**
Option Menu.



Turn **Immortal** on...



...so that you won't
die.



Choose from one of
the seven stages...



...to cheat your way
through the game.



Choose weapon
"01"...



...for a normally
powered gun.



Choose weapon
"02"...



...for a medium-pow-
ered gun.



Choose weapon
"03"...



...for a high-powered
gun.

Doc and rid yourself of this binary bacteria before your head explodes and you end up decorating the

entire room with your cerebellum. And the good news?

Gray matter doesn't stain.

Philips Media



It's not just a game.

It's an infection.



Your name: Sol Cutter. Occupation:

data thief. The bad news is you've just down-

coming soon
MAC & PC CD-ROM

CD-i



PHILIPS

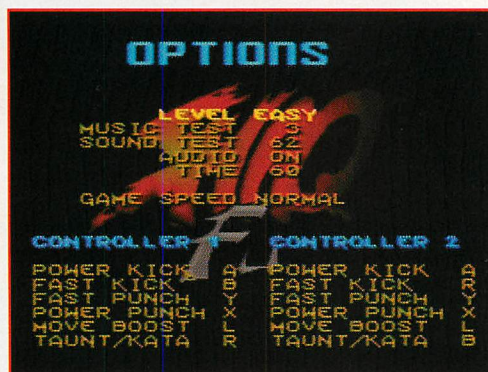
Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. Burn:Cycle ©1994 Trip Media Limited. © Philips Interactive Media International Ltd. ©1994 Simon Boswell. All rights reserved. ©1994 Philips Media. All rights reserved.

CIRCLE #105 ON READER SERVICE CARD.

loaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull. You have exactly two hours to find



SHAQ



The SNES version of *Shaq Fu* is loaded with codes. All of the following codes must be entered **QUICKLY** at the Options Screen using Controller 1.

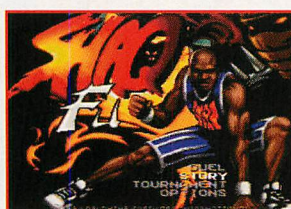
Choose Any Character in SNES Story Mode



Choose the fighter you want to play by selecting a number in the **Music Test** option. Pick your character by choosing a number as follows:
1-Shaq; 2-Kaori; 3-Beast;
4-Sett; 5-Mephis; 6-Voodoo;
7-Rajah.



Quickly enter the code **Up, Down, B, Left, Right, B**. The screen will flash purple.



Start the **Story** mode.



The beginning animation still features Shaq...



...but you will fight as the character you chose in the Music Test option.

SNES Secret Background



Quickly punch in the code **Up, Right, B, Down, Left, B**. The screen will flash yellow.



Go to the **Duel** mode fighter selection screen with the backgrounds displayed (this is a two-player game). Press **X** and **B** at the same time. The background will disappear, signalling that you have accessed...



...the secret background.

SNES Blood Code



Type in the code **Y, X, B, A, L, R**. You will see the screen flash red.



Now there's blood in the game that's easy to see.

SNES Character Moves

SHAQ

Shaq-uikin: **Forward, Back, Forward + X or Y**
Inferno Kick: **Down, Forward + A or B**

KAORI

Energy Bomb: **Back, Down, Forward + X or Y**
Cyclone: **Down, Back + A or B**
Cat's Claw: **Down, Back + X or Y**

RAJAH

Thunder Clap: **Forward, Down, Back + X or Y**
Sword Shockwave: **Back, Down, Back + X or Y**

BEAST

Spitfire: **Down, Forward + X or Y**
Sonic Roar: **Forward, Down, Back, Forward + A**
Thermal Blast: **Down, Back + X or Y**

SETT RA

Mummy Wrap: **Forward, Down, Back + X**
Wedge Charge: **Forward, Down, Forward + A or B**
Cosmic Missile: **Down, Back + A or B**

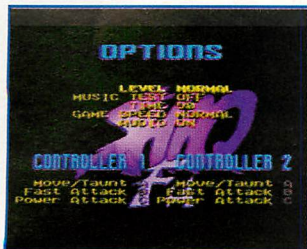
MEPHIS

Lightning Arc: **Forward, Down, Back + A**
Lightning Jaws: **Down, Back + Y**
Burning Touch: **Down, Forward + X or Y**

VOODOO

Eagle Claw: **Back, Down, Forward + X or Y**
Earthquake: **Forward, Down, Forward + Y**
Wolf Charge: Use wolf move towards opponent and hold down **A**

CODES



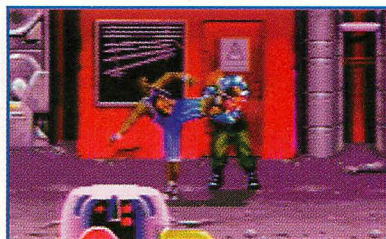
The Genesis version of Shaq Fu doesn't have as many codes as the Genesis, but there are still enough to wet your whistle. All of the following codes must be entered **QUICKLY** at the **Options Screen** using **Controller 1**.



GENESIS Blood Code



Type in the code **A, B, C, B, A**. You will see the logo flash.



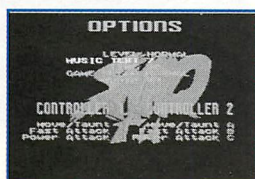
Now there's blood in the game, but it's hard to see.

Choose Any Character in GENESIS Story Mode



Choose the fighter you want to play by selecting a number in the **Music Test** option. Pick your character by choosing a number as follows:

- 1-Mephis; 2-Sett;
- 3-Nezu; 4-Kaori;
- 5-Beast; 6-Auroch;
- 7-Voodoo; 8-Colonel;
- 9-Diesel; 10-Leotsu;
- 11-Rajah; 12-Shaq.



Enter the code **Up, Down, B, Left, Right, B**. The logo will flash.



Start the **Story mode**.



The beginning animation still features Shaq...



...but you will play as the fighter you chose in the **Music Test** option.

GENESIS Character Moves

SHAQ

Shaq-ukin: **Forward, Back, Forward + A**
Inferno Kick: **Down, Forward + C**

KAORI

Energy Bomb: **Back, Down, Forward + B**
Cyclone: **Down, Back + C**
Cat's Claw: **Down, Back + B**

NEZU

Time Vault: **Forward, Back, Down + A**
Eno Blast: **Down, Back, Forward + C**
Eno Flip: **Down, Back + C**

SETT RA

Mummy Wrap: **Forward, Down, Back + B**
Wedge Charge: **Forward, Down, Forward + A**
Cosmic Missile: **Down, Back + C**

BEAST

Spittire: **Down, Forward + B**
Sonic Roar: **Forward, Down, Back, Forward + C**
Thermal Blast: **Down, Back + B**

MEPHIS

Lightning Arc: **Forward, Down, Back + C**
Lightning Jaws: **Down, Forward + B**
Burning Touch: **Down, Back + B**

LEOTSU

Blast Kai: **Down, Back Forward + B**
Bo Kai: **Down, Forward + C**

DIESEL

Crate Crusher: **Back, Down, Back + B**
Dockside Dagger: **Back, Forward + B**

VOODOO

Eagle Claw: **Back, Down, Forward + B**
Earthquake: **Forward, Down, Forward + A**
Wolf Charge: Use wolf move towards opponent and hold down **A**

COLONEL

Heavy Metal: **Down, Forward, Back + B**
Bionic Burst: **Down, Forward + B**

AUROK

Spiked Cannonball: **Jump + B**
Boomerang: **Back, Forward + B**
Ball and Pain: **Forward, Down, Back + C**

RAJAH

Thunder Clap: **Forward, Down, Forward + B**
Sword Shockwave: **Back, Down, Back + B**



For use with Dattel's Pro Action Replay Game Busting Cartridges

SUPER METROID

(Nintendo for the Super NES)



7E09-A4AF—Use with code below to have full items from the start: Varia, Gray Suit, Screw Attack, H-Jump, etc.

7E09-A5BF—Use with above code
7E06-3D00—Use with code below to turn the music off

7E06-4C01—Use with above code
7E05-F6FF—Use with code below to turn the Sound FX off

7E05-F5FF—Use with above code
7E09-C002—Use with codes below to have full energy tanks from the start

7E09-C2DB—Use with above code
7E09-C305—Use with above codes
7E09-C4DB—Use with above codes
7E09-C505—Use with above codes

7E09-A910—Use with code below to have full beams from the start
7E09-A80F—Use with above code

VIRTUA RACING

(Sega for the Genesis)



FF908-D0000—No damage to the car

WIZ 'N' LIZ

(Psygnosis for the Genesis)

FF340-30032—Infinite time

SUPER STREET FIGHTER II

(Capcom for the Genesis)

7E18-4B0X—Stage select

7E05-D002—Use with code below to finish the game after the first round

7E18-DB07—Use with above code.

7E05-F401—Total invincibility

7E00-0CXX—Music (11-3F)

7E00-0AXX—Sound (00-FF)

LOST VIKINGS

(Interplay for the Genesis)

FF908-F0006—Unlimited energy for Eric

FF909-10006—Unlimited energy for Bakog

FF909-30006—Unlimited energy for Olaf

CLAY FIGHTER 2 JUDGMENT CLAY

SUPER NES

More Clay Fighter 2 Secret Character Codes and Moves!

As promised, here are the rest of the secret character codes, along with their secret moves. As a special bonus, we're also giving you a special speed code that allows you to play *Clay Fighter 2* in a turbo mode. Each of the following codes must be done at the "Game Start" screen.

Turbo Play Mode Speed

To get to the Speed mode, Hold the Y button and press the code L, L, R, Down, Left, R, on the "Start Game" screen. You will hear a "Whoop" sound that signals that the code is in place.

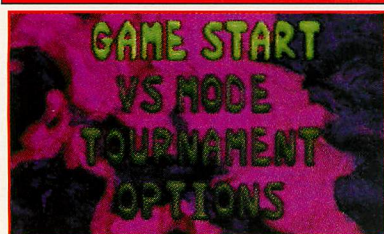


Before the code was in place, you could only go up to the speed setting of "4" in the Options menu.



Now you can go all the way up to "10" for a hyperfast game.

Enter all codes at the
"Game Start" screen.



Peelgood



Hold the joypad in the
Down/Left position and
press B, Y, Y, A, Y.

Sarge



Hold the X button and type
in the code L, L, Up,
Down, Left, Down.

Jack



Hold the D-pad in the Up
position and enter the code
X, A, R, R, Y, A.

Thunder

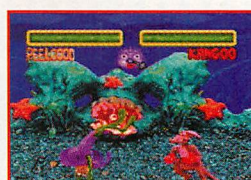


Hold the D-pad in the
Up/Left position and hit the
code Y, B, X, B, B, X, A.

SECRET MOVES



Back Flip
↓↙←+Kick



Forward Flip
←(2 seconds),→+Kick



Banana Saw ←←→+Punch



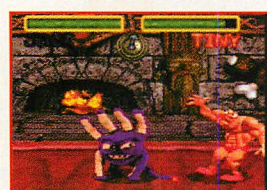
Shadow Kick
←(2 seconds),→+Kick



Juggle Kick
↓↑+Kick



Flying Kick
↓↙←+Kick



Slide
↓↙←+Kick



Back Flip
←←+Punch



Shark Bite
→→→+Punch



Dashing Uppercut
←↘+Kick



Dashing Kick
→↘↓↙←+Kick



Avoid
↓↙←+Kick

THE HOTTEST SPORTS GAMES—NOW ON GAME GEAR™

Just because you're on the move doesn't mean you've got to stop

playing your favorite Genesis™ sports games. Time Warner Interactive's latest Game Gear titles make sure the action follows you wherever you go: RBI™ Baseball '94 lets you play baseball with the pros. Tee up and swing into a round of pressure-cooking golf with PGA TOUR® Golf II. Or get into some serious bashing and crashing with Road Rash™ II!

PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and six courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!

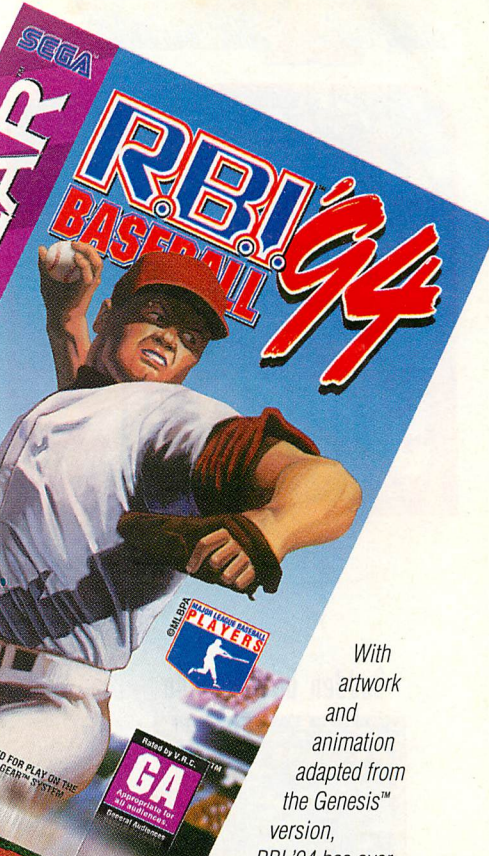
With artwork and animation adapted from the Genesis™ version, RBI '94 has over 800 real players from the 28 big league teams, complete with '93 stats. Use the actual 1994 baseball schedule to complete the full 162-game season, playoffs and World Championships!

Join the Speed and Bleed circuit with Road Rash II, the ultimate motorcycle racing game. Scream around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival of the meanest!

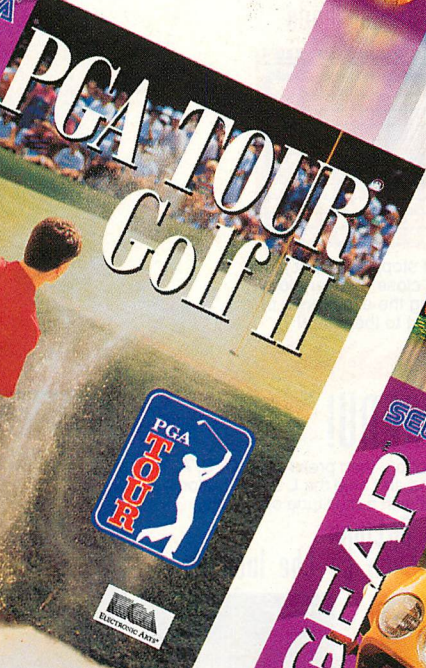
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GAME GEAR



GAME GEAR



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Special Passwords

Full-Power Stage Passwords



To have maximum power and skip to later stages in the game, enter the following passwords.

Stage 1: 1111
Stage 2: 5462
Stage 3: 6763
Stage 4: 8784
Stage 5: 6925

Change Character Colors



This wasn't written about in the manual, but you can change your character's color in the player select screen of the Battle Game.

Just hit the **Select** button to choose one of approximately 12 colors. You can even be the Golden Bomberman!

Sudden Death Mode



If you're playing against other people, try out the Sudden Death Mode by entering the password 5656. Then choose the **Battle Game**. When you start running out of time (at the 30-seconds-left mark) the screen will start closing in on you.

Sudden Death Mode



Instead of stopping about half way, it will close on everybody, intensifying the experience of fighting to the death!

Jump During the Game



Use a **multi-player adapter** and plug a controller into the fifth slot. Turn on the machine and press **Start** using **Player 5's controller**. Now, all the characters can jump during a **Battle Game**.

DEBUG MENU!

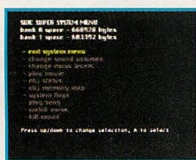
Go to the lounge screen. Press and hold the **X** button, then press **B, B, C, C, A, A**. You should hear a sound. Release the **X** button, press and hold the **L** and **R** buttons, then press the **P** button. The debug menu will appear with a multitude of options:

Debug Menu Options

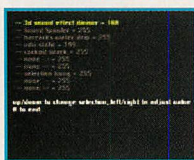
- Exit System Menu: Return to the lounge.



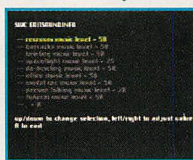
At the **Lounge Screen**, press and hold **X**, then press **B, B, C, C, A, A**. You will hear a sound. Release **X** and hold the **L** and **R** buttons, then press **P**.



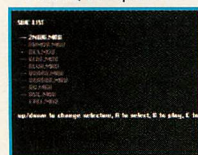
The **Debug Menu** appears, with tons of options.



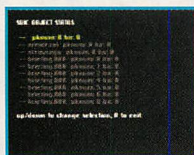
- **Change Sound Volumes:** Change the volume of every sound effect.



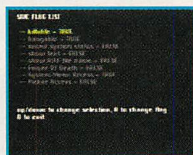
- **Change Music Levels:** Change the volume of the background music at every point in the game.



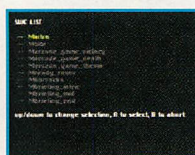
- **Play Movie:** Watch all of the game's video clips, including several that were removed from the game but left on the disc. (FILM.MOV and UID.MOV even have a live female actor.) While a movie is playing, press **B** to pause it, then press **Left** and **Right** on the control pad to play through the movie frame by frame. Press the **X** key to return to the debug menu.



- **Obj Status and Obj Memory Map:** Technical data about the game program that you won't understand and can't mess with anyway.



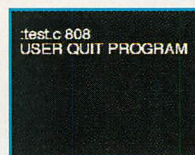
- **System Flags:** Turn several game-altering flags on and off. Set Killable to **FALSE** and you can't die. Set Bangable (ahem) to **FALSE** and you can't crash into other ships. Set Picker Access to **TRUE**, return to the lounge, and cycle through the options until you hear "Choose Campaign" or "Choose Mission." Now you can select every possible mission in each of the three campaigns. Set Finger of Death to **TRUE** and, during a battle, press **L, R**, and **B** at the same time to instantly destroy your current target. Make sure you have a ship targeted or you will destroy every ship in range, including your wingmen, or even the Tiger's Claw itself.



- **Play Song:** Listen to any of the game's songs.



- **Watch Music:** Watch the music being played by the game program.



- **Kill Squad:** "Quits" the game and forces you to reset the 3DO. Don't choose this one unless you're feeling rather silly.

CHEAT CODES

The boys at Shiny hooked us up with some SNES codes for *Earthworm Jim*. Supposedly some of these are exclusive, so get crazy with the Cheese Whiz while you cheat your way through part of this game. Special thanks to our MAN, Nick Jones for giving us the super funky Nick Jones afro-code. Right on! All of the following codes are done with the game paused. There isn't a signal to tell you that you've done the code correctly, it will just work.

DEBUG MENU



PAUSE the game and **Hold** down **LEFT** on the **D-PAD** and then **A**. Release **LEFT** and **A** and quickly enter the code **B, X, A, A, B, X, A**. You will kick out of the game and a black-and-white picture of the Shiny design team will appear. This screen will change into a black-and-white picture of Jim and finally the debug menu will appear. In addition to a stage select, there is a "Cheat Mode" that gives you invincibility, a Map-view Mode that lets you scroll through the whole level, and "Freezability" that lets you pause the game without having the screen go dark.

ENERGY RE-FILL



To charge your energy back to 100%, once per level, **PAUSE** the game and press **A, B, X, Y, X, B, A**. You won't see any immediate change in your health meter, but the next time you get hit, your health will shoot back up to a little less than 100%.

SKIP LEVEL 1



To skip past the Junkyard, **PAUSE** the game and enter the code **Y, X, Y, X, A, B, A, X**. Now you are in Heck.

NICK JONES CODE



Nick Jones is the guy who programmed the SNES version of *Earthworm Jim*. If you want to see what he looks like, enter the code **Y, A, B, B, A, Y, A, B (YABBAYAB)**.

EARTHWORM JIM

PRESS START
options
SUPER NES

EARTHWORM JIM

PRESS START
options
GENESIS

CHEAT CODES

Can you believe we even got codes for the Genesis version of the game? Though not as funky as the Nick Jones code, these will give you enough action to whet your whistle. All of the codes are done with the game paused. If you've done the code correctly you will hear Earthworm Jim yell out in his goofy voice "Cheater!" It's so cute it will almost make you want to cry.

WEAPON POWER-UP



PAUSE the game and enter the code **A, B, B, B, C, A, C**. **C** to have your weapon reloaded once per level.

ENERGY RE-FILL



To charge your energy back to 100%, once per level, **PAUSE** the game and press **A, C, C, A, B, B, A, C**.

SKIP LEVEL 1

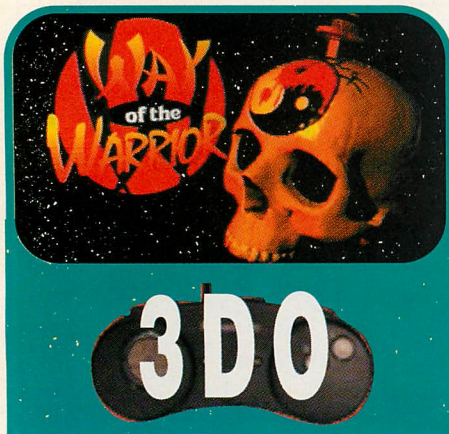


To skip past the Junkyard, **PAUSE** the game and enter the code **LEFT, A, B, C, LEFT, RIGHT, A**. Now you are in Heck.



Fritz says
"let the play begin"

BRAIN DEAD 13



four hidden characters!

You know how *Mortal Kombat II* has three "palette-swap" hidden characters (Jade, Smoke, and Noob Saibot) that are recolored versions of other fighters? *Way of the Warrior* does *MK II* one better: Not only does it have three palette-swap characters, it also has a fourth, completely new fighter who can't be fought until you defeat the three palette-swapped bad guys. Here's the story, as related by Jason Rubin of Naughty Dog Software:

"One of the first characters we did was Gulab Jamun. [Played by Vijay Pande, the "mystery man" in the credits.] We took him out of the game, then decided to put him back in, and make it a very difficult task to get to him.

"Gulab was signed up and ready to fight in the tournament; then it was discovered that Gulab's not really a person, he's an ancient spirit that possesses people, leaping from person to person. That can't be allowed in the tournament, of course, because Gulab would have people fighting without their consent. But Gulab still gets to fight you by possessing the bodies of other participants in the tournament.

"There's a sort of quirk that happens when you fight these hidden characters. The game code is written so that the game gets harder as you play. If you fight the hidden characters, by the time you get to Gulab Jamun, the game is REALLY hard. Anyone who can beat all the hidden characters and beat the game at the hardest difficulty setting is the ultimate *Way of the Warrior* player."

Jason also wanted to mention something about *Way's* brutally effective AI: "The AI is very hard to beat, but DOES NOT cheat. It doesn't give you extra damage, it doesn't make the computer characters move any faster, and it doesn't do anything you can't do. It's just a really fast thinker." Damn straight it is!

One final note before you read on: You can reach the hidden characters on any difficulty setting. Next issue: the codes to let you play as the palette-swap characters AND as Gulab Jamun himself. Can you smell the excitement?!

BLACK DRAGON (GRAVEYARD)



Step #1: You need to enter the winning round of the Graveyard (2nd) background with a 2nd Wind. This 2nd Wind can be earned in ANY earlier round of the game, whether it's the first background or the second one. Just make sure you have one!

Step #2: Score a perfect victory in your winning round WITHOUT USING the C or R buttons. (In other words, win the round without kicking.) You CAN use healing magic, but not if it uses the C or R buttons.

MAJOR TROUBLE (PIT)



Step #1: You need to enter the winning round of the Pit (4th) background with a 2nd Wind. This 2nd Wind can be earned in ANY earlier round of the game.

Step #2: Score a perfect victory in your winning round WITHOUT USING the B button. (In other words, win the round without blocking.) You CAN use healing magic, but not if it uses the B button.

VOODOO (ROOF)



Step #1: You need to enter the winning round of the Roof (6th) background with a 2nd Wind. This 2nd Wind can be earned in ANY earlier round of the game.

Step #2: Score a perfect victory in your winning round WITHOUT USING the A or L buttons. (In other words, win the round without punching.) You CAN use healing magic, but not if it uses the A or L buttons.

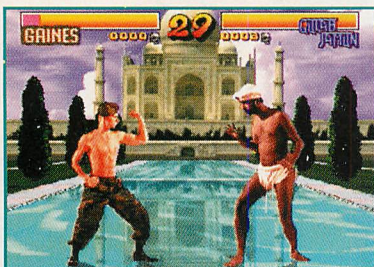
GULAB JAMUN (CLIFFS)



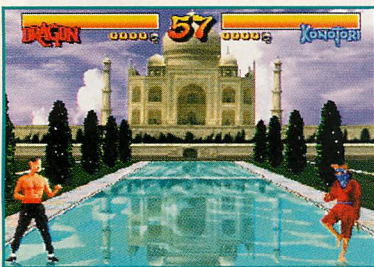
Step #1: You need to have fought—and beaten—Black Dragon, Major Trouble, and Voodoo.

Step #2: You need to enter the winning round of the Cliffs (8th) background with a 2nd Wind. This 2nd Wind can be earned in ANY earlier round of the game.

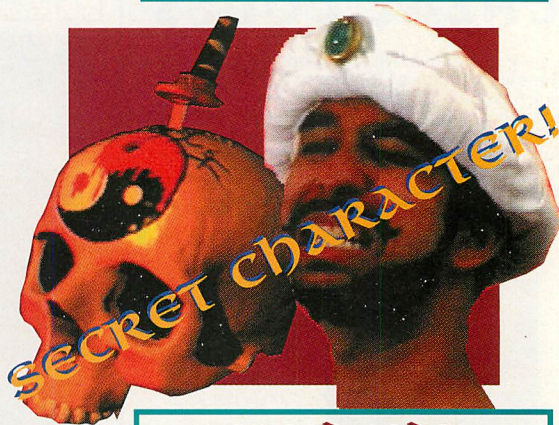
Step #3: Score a perfect victory in your winning round. Unlike the techniques for getting to the earlier hidden characters, you can use all of the buttons on the controller. If you manage to pull this off, you're whisked away to the Taj Mahal one mo' time to fight Gulab Jamun himself. Good luck!



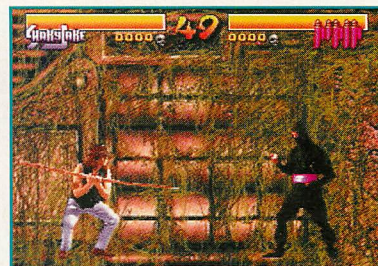
TAJ MAHAL BACKGROUND!



Here's how to play on Gulab Jamun's Taj Mahal background, which is easily one of the coolest backdrops in the game. Go to the NAMES option on the main menu. Enter the name **TAJ MAHAL** (with a space between TAJ and MAHAL) and the birthdate **JAN 1 1901**. Now go to the ARENA option and select GARDEN. Start a VERSUS MODE match and enjoy the atrocious Zamfir-esque music (which is, as if you couldn't tell, the only tuneage in the game not recorded by White Zombie).



SPEED CODE!



Here's a great code that shows off Naughty Dog's programming skills by pumping up the gameplay to twice its normal speed. (You also get to play on a new and rather cheesy background.) Go to the NAMES option on the main menu. Enter the name **SPEED** and the birthdate **AUG 8 1980**. Now go to the ARENA option and select CAVE. Start a VERSUS MODE match and let the speediness begin!

FACE YOUR DESTINY.

THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

What you are about to experience will either destroy you—or make you a hero. Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics...

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SUPER STAR WARS RETURN OF THE JEDI



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CIRCLE #107 ON READER SERVICE CARD.

DEBUG MENU!

You need two controllers to use this trick, and you need three or four controllers to take advantage of the trick's neatest feature.



At the main menu screen, move the cursor to **OPTION** and press a button to enter the option menu.



Now press **L, R, C, X** and **Right** on Controller 2 at the same time.



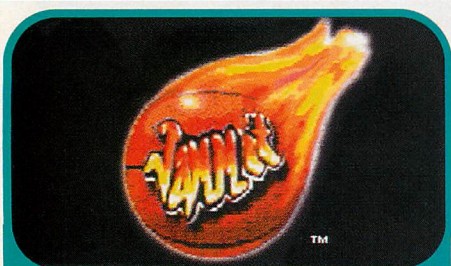
A new menu called "Debug Information/BS" appears with the following seven options:

- Enemy Missile: EXIST and NONE. NONE means that the enemies don't shoot at you.
- Always Boss Clear: NO and YES. YES means that you defeat the boss at the end of each area whether you shoot it or not.
- Data Stream Jump: NONE and EXIST. EXIST means that you can skip between the different stages in each area by pressing the **L** and **R** buttons on Controller 2.



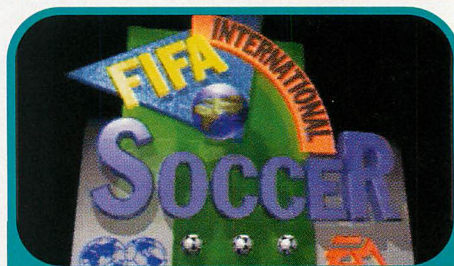
- Area Select Menu: OFF and ON. Turning this option ON calls up a menu that lets you start the game at any one of the game's four areas, or watch the ending sequence.
- Force Pause Cancel [sic]: ON and OFF. Quite honestly, we dunno what this does. Write and let us know if you figure it out!
- "PAUSE" Display: ON and OFF. Off means that the word "PAUSE" doesn't appear on the screen when you press the P button to pause the game.

- Four Player Mode: OFF and ON. By far the coolest of the options. Turning this option ON makes four gunsights appear on the screen, one for each of four players; *Burning Soldier* is normally limited to a maximum of two. (Of course, you need a third and fourth controller to move and shoot with the extra gunsights.)



CODES GALORE!

There have been cool codes in all of the *FIFA Soccer* games, so why should the 3DO version be any different? Each of the following codes should be entered by pressing the **A, B, C, L** and **R** buttons in the proper order as shown while the game is paused. Each of the codes can be turned off by re-entering the same code while the game is paused.



PASSWORDS!

Use these passwords as Roxy to access different options.



DKRBNSN: 2 Hot
STPKRNR: Poison
SSNHYDN: Frenzy
JNFRBCN: In 2 It
LRNCHLS: Sweat
PLWRHDS: Slams Only
STWSPKN: Cutthroat
BBSKNNR: Boss



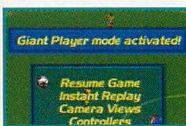
Invisible Walls:
ABBACABABBA



Crazy Bounce:
LABARRACCA



Laser Ball:
LACRBALL



Giant Player: **BABARBABBAR**



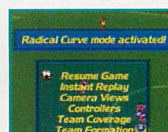
Big Ball: **BCBALLABALL**



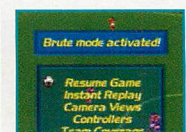
Metallic Men: **BARCLBABBA**



Beefcake: **RALBACLABA**



Radical Curve:
CARCABRABBL



Brute Mode:
RABBACLLBACL



Hot Potato:
CRABBRKABABBR

201 TO 4

THE ODDS ARE AGAINST YOU.



LEAPING LIZARDS! SPIDEY'S
CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™
HEATS UP THE BEETLE™!



SPIDEY GETS THE
"JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™



SHOCKER™



MYSTERIO™



SPIDER-SLAYER™



OWL™



VULTURE™



RHINO™



BEETLE™



JACK O' LANTERN™



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Acclaim
entertainment inc.

CIRCLE #108 ON READER SERVICE CARD.



Complete Moves List!

by Zach Meston

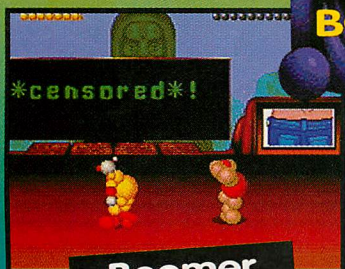
Awright, so maybe it's not the greatest fighting game around, but I (Zach) kinda dig it. Too bad AT&T axed its plans to release the Edge 16, or this would've been the first long-distance-call fighting game. ("Ever wanted to play video games over the telephone? You won't!") I gave Accolade a ring and begged for moves, and thanks to the magic of Federal Express, I received a massively detailed list. These moves are for the Genesis version, but just about every one of them should also work for the Super NES version—just substitute Y (Punch) for A, and A (Kick) for C. The B button has the same function on both versions.



Telescoping Arms



Jack-in-the-Box Head



Boomer Gesture



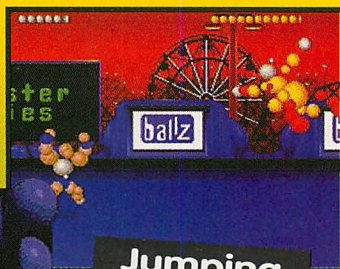
Finishing Move

BOOMER

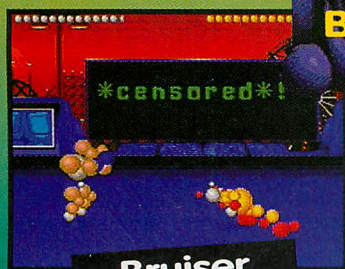
- After Shatter Stomp: A, A, A, A (when opponent is shattered)
- Air Kick: C, B
- Air Punch: C, A
- Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
- Bowl Head: Away, Toward, B
- Crouching Block: Away/Down
- Dive: Down, Up + C
- Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
- Grapple: A rapidly (when close to opponent)
- High Block: Away/Up
- Jack-In-The-Box Head: Up + A
- Jump: C
- Kick: B
- Lateral Move Left: Left + B + C
- Lateral Move Right: Right + B + C
- Left Handstand Kick: Left, Left, B
- Low Kick: Down + B
- Low Punch: Down + A
- Morph Into Boomer: Right, Left, A + C
- Power Kick: Toward, Toward, B (when close to opponent)
- Punch: A
- Retreating Block: Away
- Right Handstand Kick: Right, Right, B
- Roll Away: Up + A or Down + A (when knocked down)
- Rude Gesture: Away, Toward, Up + A or A + B + C
- Self Destruct: Right, Down, Left, Up, A
- Telescoping Arms: Down + A + B
- Throw: B (when close to opponent)
- Throw Head: Away, Toward, A



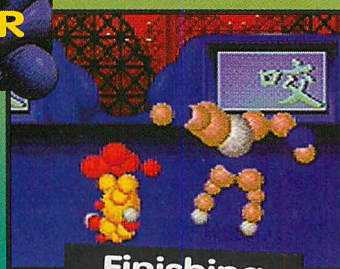
Cannonball



Jumping Jacks



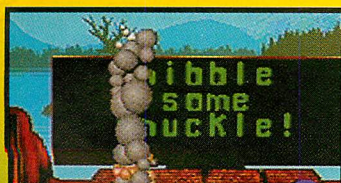
Bruiser Gesture



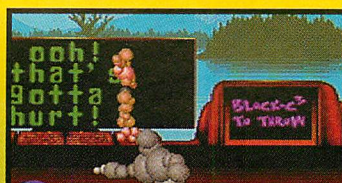
Finishing Move

BRUISER

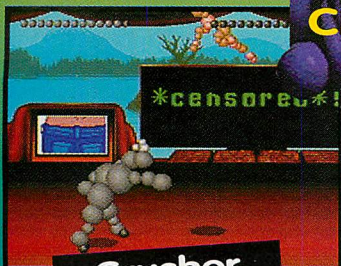
- After Shatter Stomp: A, A, A, A (when opponent is shattered)
- Air Kick: C, B
- Air Punch: C, A
- Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
- Buckle Heave: Down, Up, A
- Buckle Kick: Away, Toward, B
- Buckle Toss: Away, Toward, A
- Cannonball: C, Down + A or C, Down, Down
- Cartwheel Left: Left, Left, B
- Cartwheel Right: Right, Right, B
- Charge: Toward, Toward, Toward
- Crouching Block: Away/Down
- Cyclone: Right, Down, Left, Up, A
- Ducking Uppercut: B + C (while ducking)
- Finishing Move: Up, Up
- Grapple: A rapidly (when close to opponent)
- High Block: Away/Up
- Jump: C
- Jump Kick Two Feet: C, A + B
- Jumping Jacks: Up, Down, Up, Down
- Kick: B
- Lateral Move Left: Left + B + C
- Lateral Move Right: Right + B + C
- Leg Grab From Duck: A + B (while ducking)
- Leg Sweep: Down, A + B
- Low Kick: Down + B
- Low Punch: Down + A
- Morph Into Bruiser: Down, Left, A + C
- Punch: A
- Retreating Block: Away
- Roll Away: Up + A or Down + A (when knocked down)
- Rude Gesture: A + B + C
- Slide Tackle: Down, Down, B
- Throw: B (when close to opponent)
- Tornado: Toward, Away, Toward



Arrow Spear

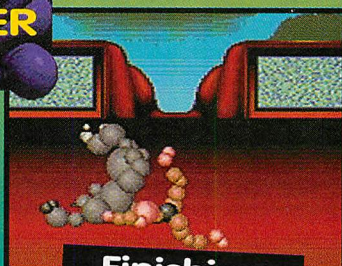


Lunge with Horn



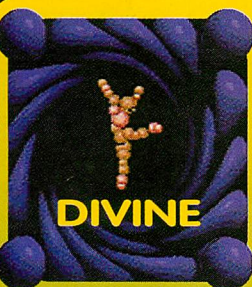
Crusher Gesture

CRUSHER



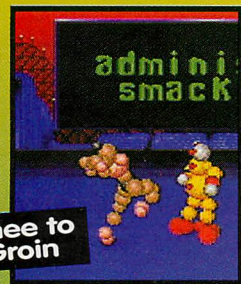
Finishing Move

- After Shatter Stomp: A, A, A, A, (when opponent is shattered)
- Air Kick: C, B
- Air Punch: C, A
- Arrow Spear: A + B (while in air)
- Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
- Charge Attack: Toward, Toward, Toward
- Crouching Block: Away/Down
- Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
- Grapple: A rapidly (when close to opponent)
- High Block: Away/Up
- High Horn Heave: Away, Up, A
- Jump: C
- Jumping Head Butt: Left, Down, A or Right, Down, A
- Kick: B
- Lateral Move Left: Left + B + C
- Lateral Move Right: Right + B + C
- Low Horn Heave: Away, Toward, A
- Low Kick: Down + B
- Low Punch: Down + A
- Lunge With Horn: Toward, Toward, A
- Morph Into Crusher: Down, Right, A + C
- Pile Driver: Up, Down, A
- Punch: A
- Retreating Block: Away
- Roll Away: Up + A or Down + A (when knocked down)
- Rude Gesture: Away, Toward, Up + A or A + B + C
- Rumble Charge: Up, Down, Up
- Stomp On Foot: Up, Toward, B
- Throw: B (when close to opponent)
- Wind Up Kick: Away, Away, B
- Wind Up Punch: Away, Away, A



DIVINE

- After Shatter Stomp: A, A, A, A (when opponent is shattered)
 Air Kick: C, B
 Air Punch: C, A
 Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
 Bump and Grind: Toward, Away, Toward, Away
 Crouching Block: Away/Down
 Ducking Uppercut: Down, Toward, A
 Fake Dizzy: Down, Down, Away
 Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
 Flip and Throw: A + B (when close to opponent)
 Grapple: A rapidly (when close to opponent)
 High Block: Away/Up
 Jump: C
 Jump Left, Kick Right: Left, Left, B
 Jump Right, Kick Left: Right, Right, B
 Kick: B
 Knee to Groin: Down, Down, Toward
 Lateral Move Left: Left + B + C
 Lateral Move Right: Right + B + C
 Low Kick: Down + B
 Low Lunge Kick: Down, B + C
 Low Punch: Down + A
 Lunge Kick: Up, Up, B
 Morph Into Divine: Up, Left, A + C
 Opera Assault: Down, Down, Up
 Punch: A
 Retreating Block: Away
 Reverse Cartwheel Head Scissors: Toward, Toward, Toward
 Ride On Back and Bite: C then land on opponent
 Roll Away: Up + A or Down + A (when knocked down)
 Rude Gesture: Away, Toward, Up + A or A + B + C
 Tornado Punch: Away, Up, Toward
 Throw: B (when close to opponent)



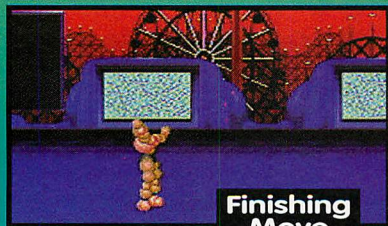
Knee to Groin



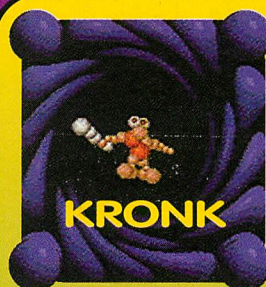
Opera Assault



Divine Gesture

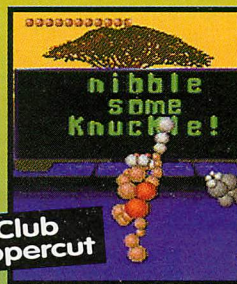


Finishing Move

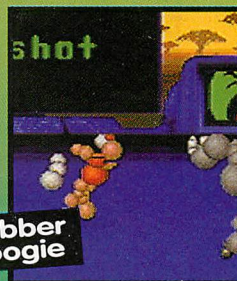


KRONK

- After Shatter Stomp: A, A, A, A (when opponent is shattered)
 Air Kick: C, B
 Air Punch: C, A
 Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
 Bone Sweep: Down + A + B
 Club Uppercut: Up, Down, Up
 Crouching Block: Away/Down
 Duck, Dive, and Roll: Toward, Toward, Toward
 Fencing Lunge: Toward, Toward, A
 Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
 Flying Down Spear: C, Down, Down
 Flying Phlegm: Away, Toward, A
 Grapple: A rapidly (when close to opponent)
 High Block: Away/Up
 Jump: C
 Kick: B
 Lateral Move Left: Left + B + C
 Lateral Move Right: Right + B + C
 Lobber Loogie: Away, Up, A
 Low Kick: Down + B
 Low Punch: Down + A
 Morph Into Kronk: Left, Left, A + C
 Nut Crush: Down, Down, A
 Overhead Club: Up, A
 Punch: A
 Retreating Block: Away
 Ride On Back and Club: C then land on opponent
 Roll Away: Up + A or Down + A (when knocked down)
 Rude Gesture: Away, Down, A or A + B + C
 Throw: B (when close to opponent)
 Wind Up Club: Toward, Away, A



Club Uppercut



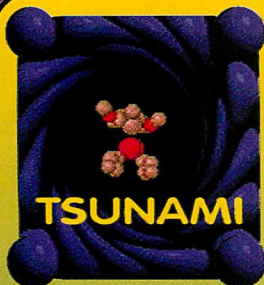
Lobber Loogie



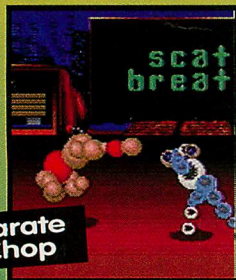
Kronk Gesture



Finishing Move



TSUNAMI



Karate Chop

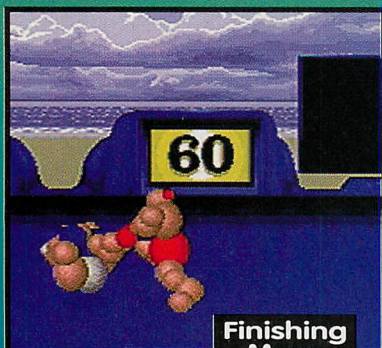


Meditate

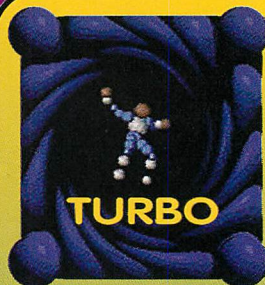


Tsunami Gesture

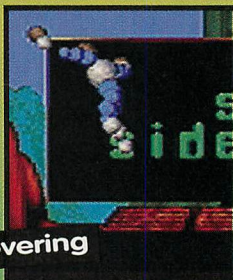
After Shatter Stomp: A, A, A, A (when opponent is shattered)
Air Kick: C, B
Air Punch: C, A
Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
Belly Charge: Toward, Toward, Toward
Crouching Block: Away/Down
Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
Flying Somersault: Away, Away, C
Grapple and Throw: A rapidly (when close to opponent)
High Block: Away/Up
Jump: C
Jump Kick Left: Left, Left, B
Jump Kick Right: Right, Right, B
Karate Chop: Up, Toward, A
Kick: B
Lateral Move Left: Left + B + C
Lateral Move Right: Right + B + C
Low Kick: Down + B
Low Punch: Down + A
Meditate: Up, Up, C
Morph Into Tsunami: Left, Right, A + C
Punch: A
Retreating Block: Away
Roll Away: Up + A or Down + A (when knocked down)
Rude Gesture: Away, Toward, Up + A or A + B + C
Sumo Splash: C, A + B
Throw: B rapidly (when close to opponent)
Wind Up Kick: Toward, Away, B
Wind Up Punch: Toward, Away, A



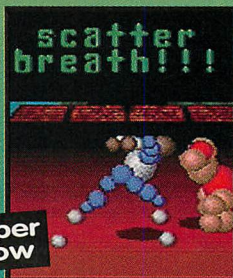
Finishing Move



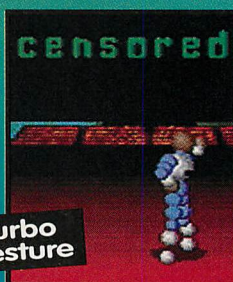
TURBO



Hovering



Super Blow

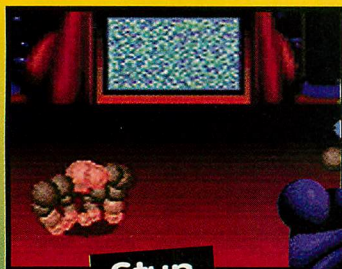


Turbo Gesture

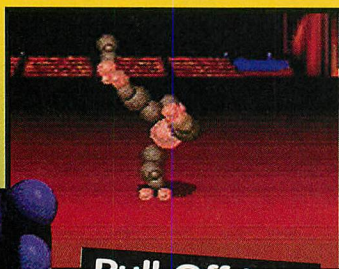
After Shatter Stomp: A, A, A, A (when opponent is shattered)
Air Kick: C, B
Air Punch: C, A
Beg/Pray/Grovel: Down, Down, Down, Down (when fatigued)
Charging Flip Kick: Toward, Toward, Toward
Crouching Block: Away/Down
Finishing Move: Up, Up (when opponent has 2.5 life balls or less)
Flying Dart: C, Down, Down
Grapple: A rapidly (when close to opponent)
Head Pound: Up, Toward, A
High Block: Away/Up
Hovering: C, B + C
Jump: C
Kick: B
Lateral Move Left: Left + B + C
Lateral Move Right: Right + B + C
Low Kick: Down + B
Low Punch: Down + A
Morph Into Turbo: Right, Right, A + C
Punch: A
Retreating Block: Away
Rising Punch: Down + A + B
Roll Away: Up + A or Down + A (when knocked down)
Rude Gesture: Away, Toward, Up + A or A + B + C
Spinning Pile Driver: C, A + B (when close to opponent in midair)
Super Blow: Toward, Toward + A
Throw: B (when close to opponent)
Wind Up Punch: Away, Toward, A



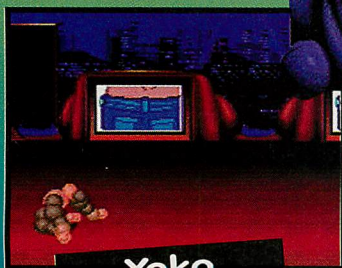
Finishing Move



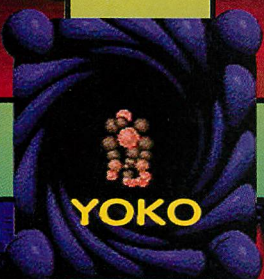
Stun Fart



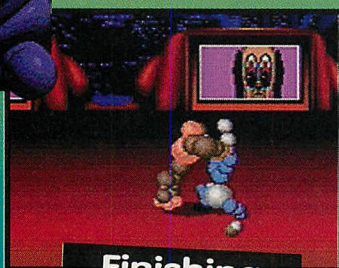
Pull Off Leg



Yoko Gesture



YOKO



Finishing Move

- **After Shatter Stomp:** A, A, A, A (when opponent is shattered)
- **Air Kick:** C, B
- **Air Punch:** C, A
- **Backflip:** Up, B
- **Beg/Pray/Grovel:** Down, Down, Down, Down (when fatigued)
- **Crouching Block:** Away/Down
- **Finishing Move:** Up, Up (when opponent has 2.5 life balls or less)
- **Forward Roll:** Toward, Toward, Toward
- **Gamera Spin Attack:** Toward, Up, Up
- **Grapple:** A rapidly (when close to opponent)
- **High Block:** Away/Up
- **Jump:** C
- **Kick:** B
- **Lateral Move Left:** Left + B + C
- **Lateral Move Right:** Right + B + C
- **Low Kick:** Down + B
- **Low Punch:** Down + A
- **Morph Into Yoko:** Up, Right, A + C
- **Pole Swing:** Right, Right, Up or Left, Left, Up
- **Pull Off Leg and Swing:** Down, B
- **Punch:** A
- **Retreating Block:** Away
- **Ride Back:** C then land on opponent
- **Roll Away:** Up + A or Down + A (when knocked down)
- **Rude Gesture:** Down, Toward, B or A + B + C
- **Stun Fart:** Away, Away, Away
- **Swinging:** C, Up, Up
- **Swing Around Hit:** Left, Left, B or Right, Right, B
- **Swing Kick:** B (while swinging)
- **Swing Punch:** A (while swinging)
- **Throw:** B (when close to opponent)
- **Uppercut:** Up, A

Not just for kids anymore

ULTIMATE GAMER™

May 1995

ETERNAL CHAMPIONS

CHALLENGE FROM THE DARKSIDE

Eternal Champions: Challenge From the Darkside is the follow-up to Sega's original *Eternal Champions* Genesis cart and is exclusively for the Sega CD. It's the second of a three-part fighting game trilogy that will conclude with a game for one of Sega's next generation machines, either the 32X or the Saturn. This Sega CD game is not simply an upgrade of the cart version—it's totally new with some of the most intensely shocking violence since *Mortal Kombat II*! Plus the great story has so much depth it would make a cool movie.

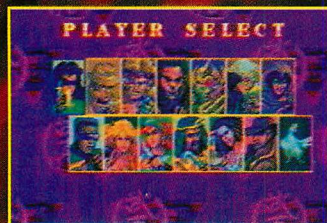
The game begins as the Dark Champion prepares to destroy the necessary time balance that the Eternal Champion has created. In order to change the tournament from one of order into one of chaos, the evil Dark One has added four new champions to the tournament, along with a whole slew of hidden characters. Are you ready for a challenge?!

Prepare yourself for the first real fighting game for the Sega CD!!!

BY NIKOS
CONSTANT



24 CHARACTERS! Along with the nine returning characters and four new challengers are nine hidden characters, as well as the Eternal Champion and Dark Champion.



18 BACKGROUNDS
Including seven new ones, and three hidden backgrounds.



OVERKILLS and SUDDEN DEATHS! An Overkill is a death scene that happens when you do a specific move at a specific location on the screen. Sudden Deaths are like Overkills, except they can happen during the middle of the match, wasting your opponent on the spot!

15 TOURNAMENTS

The tourneys include Russian Roulette, where characters on the loser's team are randomly shot, and Possession, where the loser goes to the winner's side instead of being eliminated. (Player with all the characters wins.)



CINEKILLS and VENDETTAS! The Vendetta is like a fatality, à la *Mortal Kombat*. Cinekills are a bit different—when you complete a successful Cinekill, the game kicks into a full-motion, SGI-rendered cartoon that has the character whisked back to the point right before their death. Now you can see the fate of your enemies in the real world!



THE NEW CHAMPIONS RIPTIDE

OCCUPATION: Pirate
TIME PERIOD: 1566 A.D.
FIGHTING STYLE: Kajukenbo

PROFILE: Riptide is a member of the famous De Medici family who were patrons of the arts during the Italian Renaissance. She left her family to escape the easy life pre-ordained by her blue blood status and ended up on the Barbary Coast. Riptide used what little money she had to purchase a ship and became a pirate. Rather than steal from the innocent, she gained infamy by stealing from other pirates. This strategy eventually backfired, when she tried to steal from the pirate Hanibal. During a nighttime raid on Hanibal's treasure trove, Riptide was killed with a shovel blow to the head. Hanibal, who had a taste for blood, discovered Riptide's well-bred origins and proceeded to exact his revenge on the entire Medici family. By destroying the family, Hanibal initiated the downfall of the Italian Renaissance. Riptide has been called to the contest because her survival would mean that unrealized religious and scientific concepts would improve the quality of the world's condition.



Thunder Clap



Tidal Punch



Crows Nest



Kris Blades



Sea Legs (Joystick Re-Map)



Lightning Storm



Backbreaker Throw



Whirlwind (Reflect Projectiles)



Cine-intro



RAMSES III

OCCUPATION: Pharaoh
TIME PERIOD: 1151 B.C.
FIGHTING STYLE: Hung-Gar Kung Fu

PROFILE: Ramses was the last great Pharaoh of Egypt before subsequent attacks by European armies left the kingdom seriously weakened. During the construction of a new temple on the banks of the Nile, Ramses was assassinated by one of his most trusted advisors. The killer chose a particularly cruel means of death, preying on Ramses' fear of water and inability to swim. As Ramses sat on a cliff overlooking the river, the killer pushed him into the suffocating depths. Ramses was called to the tournament because his survival would insure the dominance of the Egyptian empire well into the 21st century. Their mastery of mathematics and the arts would save the world from illiterate depravity.



Torch Attack



Phoenix Attack



Power Block



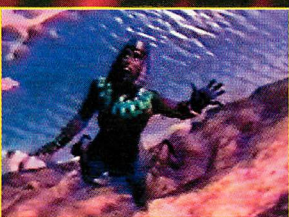
Wrap Attack



Thunder Lizard Attack



Snake Attack



Cine-intro



BEHIND-THE-SCENES OF THE DARKSIDE DEVELOPMENT TEAM



Erik Wahlberg
Assistant Producer

Erik has been learning Jeet Kune Do (Bruce Lee's style) for the last two years, and



has been studying martial arts for the last ten years. If there was an "Ultimate Challenge" among Sega's toughest employees, he'd probably win.

John Brandstetter
Producer



The on-site producer of *Eternal Champions*, John has a strange creative bent. He's responsible for the daily management of the game's production, and he also contributed ideas for some of the game's bloodier death scenes.

Ala Diaz
Programmer



Ala was a computer hacker but stopped doing illegal stuff when he turned 18. Now he's a part of the forces of Good. Ala does listen to Skinny Puppy during long programming sessions.

Mike Latham
Executive Producer

The main man behind *Eternal Champions*, Latham used to work for Activision until he was hired at Sega. Mike lives and breathes *EC*, having personally created the twisted vision for the universe inhabited by these brutal combatants.

THE NEW CHAMPIONS

DAWSON MCSHANE

RAVEN GINDAR

OCCUPATION: Gambler

TIME PERIOD: 1849 A.D.

FIGHTING STYLE: Shotowando

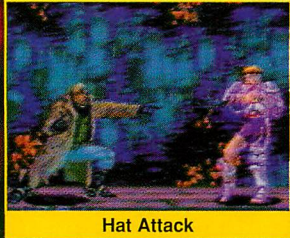
PROFILE: Dawson, a loner, grew up in Scotland, but left home after his father was murdered by a highwayman. He wandered around Europe, gaining notoriety by breaking banks and faces in casinos from coast to coast. Following the tall tales filtering out of America's wild west, Dawson headed for the Gold Rush. In a mining town, he got involved in a confrontation between the citizens and a ruthless landowner named Homer Jenkins. Dawson watched as Jenkins' son set fire to the sheriff's house. Though he tried to rescue the Sheriff, Dawson was too late. With his dying words, the sheriff made Dawson a deputy to catch the arsonist and bring justice to the town. Though he caught the younger Jenkins, Dawson was ambushed on the way to the court by a band of Jenkins' men, and was strung up on the spot.

OCCUPATION: Voodoo Priestess and Healer

TIME PERIOD: 1820 A.D.

FIGHTING STYLE: Hsing-I Kung Fu and Tae Kwon Do

PROFILE: Raven was a healer in the Caribbean, a member of the Arawak tribe. She possessed a magic hourglass that allowed her to control small segments of time. The hourglass was used sparingly because it sapped the life-force of its user every time it was activated. The Arawak women were eventually abducted by a Carib raiding party and brought to the village of Shengo on the island of Trinidad. Integrated into the new society, Raven became a highly respected Voodoo priestess and was admired by all the villagers. Unfortunately, Raknook, one of the high Carib priests, did not take kindly to her popularity. Late one night, he feigned illness and sent for Raven. Trapping her, Raknook cast a dark spell that turned the power of Raven's hourglass against her and transferred all of her life energy into his withered body. This process killed her.



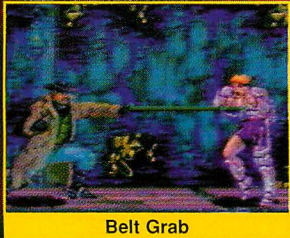
Hat Attack



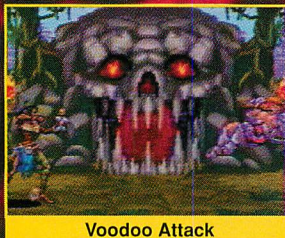
Double Fang Kick



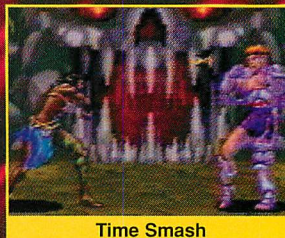
Time Split (Disappear; control reappear with A, B, and C buttons)



Belt Grab



Voodoo Attack



Time Smash



Knife Throw



Time Add/Time Subtract



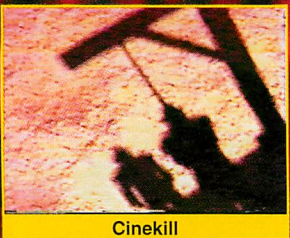
Cinekill



Tumbleweed



Sudden Death: Skull



Cinekill

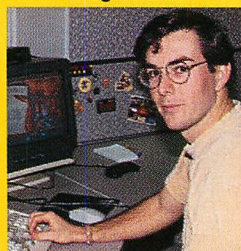
John Kuwaye
Lead Programmer



Hideki Ikeda
Programmer

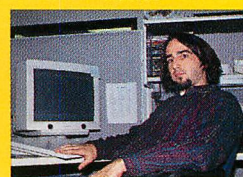


Frank "Spanky" Lucero
Programmer



(I'm not really sure if Frank's really got the nickname "Spanky." His crazy programmer pals may have just been playing a cruel joke.)

David Russ
Artist



David is the artist for Blade, Slash, Ramses, Raven, and a secret character, called the Executioner, that Sega didn't want me to see.

Kich Ma
Artist



Kich did the characters Chen Wo, Riptide, Shadow Yamoto and the secret animal fighter, the Monkey. He is also a big fan of Hong Kong filmmaker/actor Jackie Chan.

THE NEW MOVES

SHADOW YAMOTO

OCCUPATION: Corporate Assassin
TIME PERIOD: 1993 A.D.
FIGHTING STYLE: Taijutsu (Ninjitsu)



Fan Block



Ballroom Blitz



Cine-intro



R.A.X. COSWELL

OCCUPATION: Cyber-Fighter
TIME PERIOD: 2345 A.D.
FIGHTING STYLE: Muay-Thai Kickboxing



Air Counter



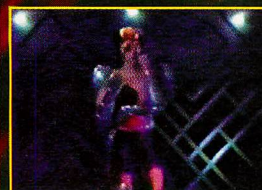
Atomic Knee



Vendetta



Vendetta



Cine-intro



SLASH

OCCUPATION: Early Man Hunter
TIME PERIOD: 50,000 B.C.
FIGHTING STYLE: Pain



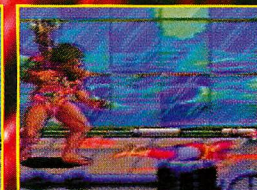
Club Dive



Vendetta

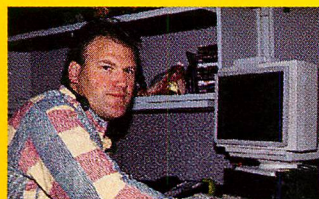


Vendetta



Cine-intro

Steve Knotts
Artist

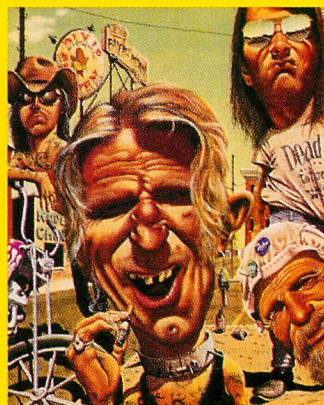


Artist for the fighters Midnight, Blast (a secret character who looks like a psycho Vietnam vet) and Dawson. Steve is also an artist for a movie magazine. Check out his funky style in the illustration on the right.

William Kier
Artist



Will is the guy that parents' groups will be coming after when *Eternal Champions* is released, because he created the art for the Overkills and other bloody stuff. It's ironic that Will is also a fan of Disney art.



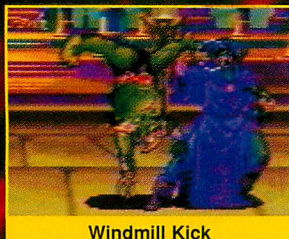
What is SIDD?

SIDD stands for the Sega Interactive Development Division; basically, it's Sega's in-house development team. Located in a high-security building right off the 60 freeway in L.A. County...well, I guess a lot of Segacrazy little kids bother them, because they didn't want me to divulge their exact location. In addition to Sega-produced projects, SIDD will be developing one game for Sega each year with their own in-house producer. This means that, instead of having the big shots fly down from Northern California to tell them what to do, they'll have their own big shots who'll just drive to work every day.

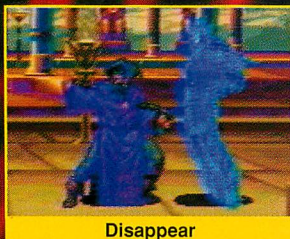
THE NEW MOVES

TRIDENT

OCCUPATION: Gladiator
TIME PERIOD: 110 B.C.
FIGHTING STYLE: Capoeira



Windmill Kick



Disappear



Cine-intro



XAVIER PENDRAGON

OCCUPATION: Warlock/Alchemist
TIME PERIOD: 1692 A.D.
FIGHTING STYLE: Hapkido Cane



Mystic Shield



Uppercut



Sudden Death: Lightning Bolt



Cine-intro



JONATHAN BLADE

OCCUPATION: Bounty Hunter
TIME PERIOD: 2030 A.D.
FIGHTING STYLE: Kenpo



Spin Thrust Blade



Cine-intro

THE STORY BEHIND MIDNIGHT

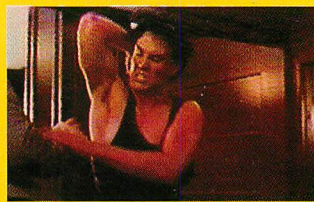
Assistant producer Eric Wahlberg told us that some of Midnight's moves are based on moves in the Brandon Lee movie *Rapid Fire*, and the Bruce Lee movie *Return of the Dragon*. Many of the game's moves were taken from movies and martial arts instructional tapes purchased from various kung fu magazines. The designers paid a lot of attention to detail in order to make the game as lifelike as possible. Here's Midnight's flying kick...



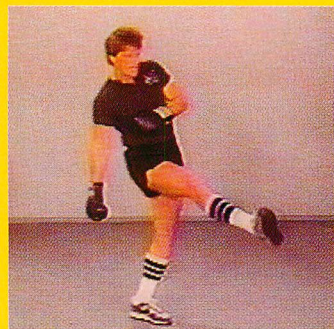
...and a shot of the same move from an instructional video.



Midnight's elbow smash is taken directly from the Brandon Lee movie *Rapid Fire*.



Midnight's inside kick is demonstrated by some martial arts champ wearing some ill tube socks.



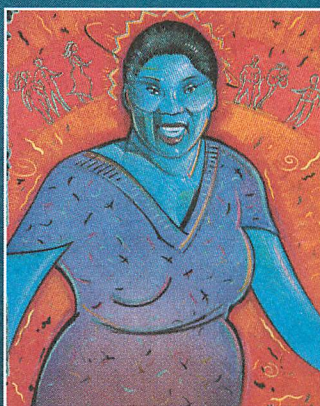
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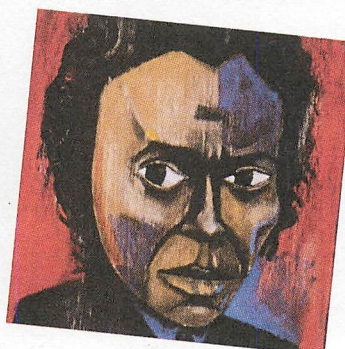
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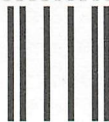
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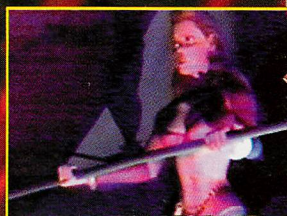
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THE NEW MOVES

JETTA MAXX

OCCUPATION: Circus Acrobat
TIME PERIOD: 1899 A.D.
FIGHTING STYLE: Savate

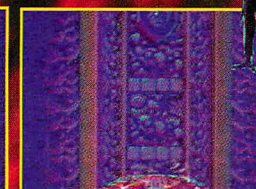


Spinning Uppercut

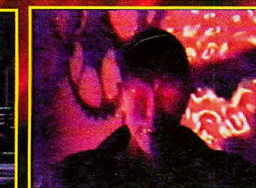
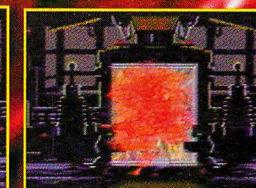
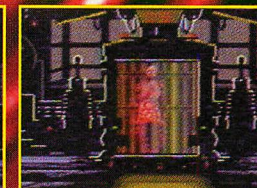
Cine-intro

MIDKNIGHT (MITCHELL MIDDLETON KNIGHT)

OCCUPATION: Bio-Chemical Scientist
TIME PERIOD: 1967 A.D.
FIGHTING STYLE: Jeet Kune Do



Overkill: Pit

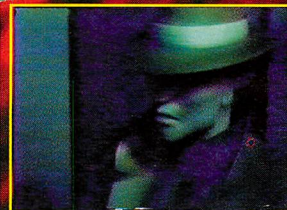


Sudden Death: Lab

Cine-intro

LARCEN TYLER

OCCUPATION: Ex-Cat Burglar
TIME PERIOD: 1920 A.D.
FIGHTING STYLE: Praying Mantis Kung Fu



Sudden Death: Ticket Girl Massacre

Cine-intro

THE STORY BEHIND CHIN WO

Chin Wo's style is Monkey Kung Fu, a variation on the drunken style featured in the Hong Kong action picture *Drunken Master*. As Erik explained "The idea behind Monkey Kung Fu is that you confuse your opponent by acting strangely and doing really odd things, like falling on the ground all of a sudden or lurching towards your opponent unexpectedly." The Chin Wo character keeps this sneaky quality with a skill move that allows you to put yourself into a fake stun after you've been hit a couple of times. Basically, you pretend to be stunned in order to surprise him. Geddit?

Another difference to Chin Wo's style is his use of different kind of weapons.

Instead of the regular knife or sword, he uses a metal hoop as one of his weapons. He can use it to hit, block, and even pull over your body to trip you. Erik was pretty stoked about this character: "He's unique because his style hasn't been done yet."

DEEP WATER

Eternal Champions: Challenge From the Darkside is the first game to be released on Sega's new Deep Water label. The

games released by Deep Water have mature themes and over-the-top content like extra blood. These games aren't for the kiddies, so you'd better strap on your hard hat, and maybe even a wet-suit. Upcoming Deep Water releases include *Shadow Fang* and possibly *Surgical Strike* for the Sega CD/32X. Expect parents across America to freak.

Bruce Lee the man and his films were an influence on the Darkside development team.



SECRET CHARACTERS FROM THE DARKSIDE

CHIN WO

OCCUPATION: Acupuncturist

TIME PERIOD: 1815 A.D.

FIGHTING STYLE: Monkey Kung-Fu

PROFILE: Chin Wo was one of the best fighters in China, but he devoted himself to the practice of healing. One day a member of the ruling class challenged Chin to a fight. Knowing that if he won it would surely mean his death, Chin refused, aware that his pride wouldn't allow him to lose either. The feisty opponent made life hard for Chin and eventually framed him for the killing of an innocent beggar. The ruler told Chin that the charges would be dropped if Chin agreed to a public fight. Chin chose to accept the murder charges rather than give the irritant what he most desired. This led to Chin's beheading in a public execution. With Chin entering the tournament, he has the chance to stop the death of the beggar and settle the fight on his own terms.



Metal Elemental



Needles



Fireball



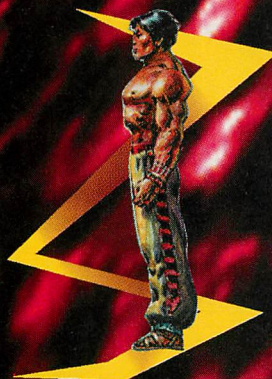
Wood Elemental



Water Elemental (Freeze)



Iron Monkey Block



CHICKEN

OCCUPATION: Chicken

TIME PERIOD: 1967 A.D.

FIGHTING STYLE: Egg Fu

PROFILE: After seeing her entire coop wiped out in a single midnight raid, the Chicken vowed she would never be the main course without putting up one heck of a fight. She learned the ancient barnyard fighting form, Egg Fu, and became a fowl to be reckoned with. Developed in the hatcheries of Taipan, Egg Fu was passed around the world from chicken to chicken, the fighting style has become more fierce with every hatching. It is rumored that, in the 21st century, the chickens use this ability, during an infamous chicken riot, to convince consumers that vegetarianism is the correct path.



Air Egg Throw



Ground Egg Throw



Claw Attack



Thrust Kick



Peck

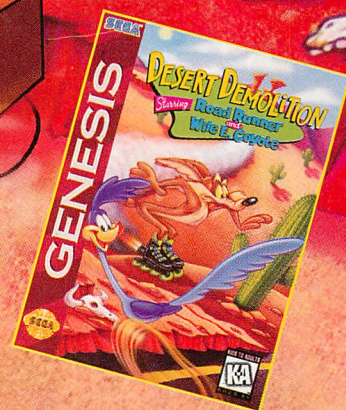


Kick



DESERT DEMOLITION

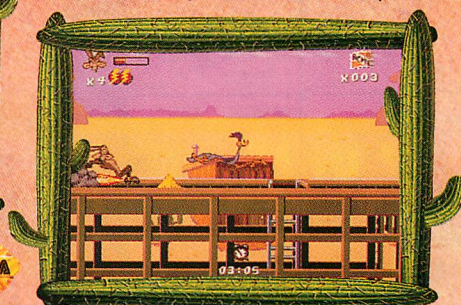
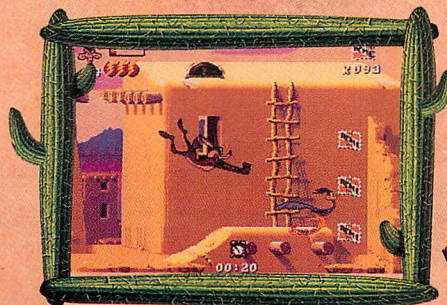
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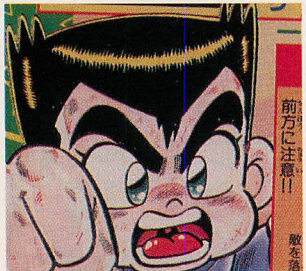
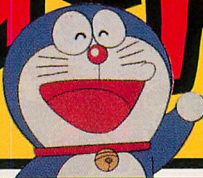
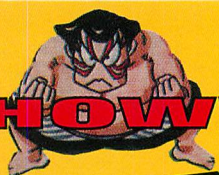
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AN INSIDER'S REPORT BY CHRIS GORE!

CRASHING THE SHOW!

DIRECT FROM JAPAN!

SHOSHIN-KAI



The Shoshin-Kai show is an opportunity for Nintendo and its third party licensees to show off their new Nintendo products headed for the Japanese market. Retailers and press get the chance to see all the great new games and gadgets.

Now, I wasn't officially "invited" to the Shoshin-Kai show, but I knew that the top secret VR-32 would be unveiled and I might even get a chance to see the Ultra 64, so I had to go. After covertly obtaining an exhibitor's badge from a sympathetic third party developer, I



Ultra Man and a freaky creature teach kids English.



was off to Japan. I have to admit that I was a little scared to be heading to Japan alone. I actually forced myself to learn some of the language. I mean, I had been to foreign countries before—like Canada—but Japan was completely different. The culture shock cannot be described. Everything is vastly different: the language, the street signs, the cars, the clothes, the television programs, the meat...it's like stepping into another world. Fortunately, most Japanese know some English, so I was in

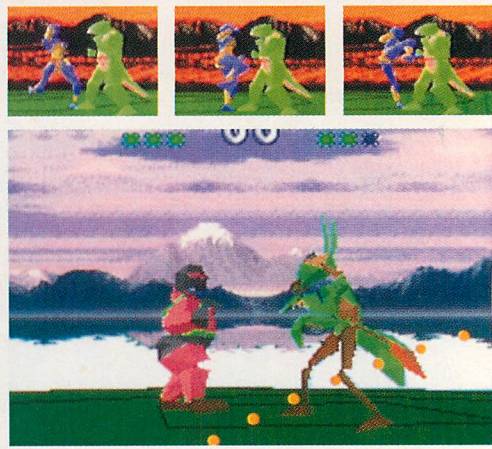
good shape. A funny thing happened while I was furiously channel-surfing Japanese television: I discovered a show that featured Ultraman and another monster teaching children to speak English. *That* was weird. The crime rate is really low and people even leave their bicycles unlocked on the city streets. How cool!



No sushi for me; I ate at a Japanese McDonalds every day!



Here's the new action/strategy game based on the Toho movie monster Gamera.



Fighting Polygon for the Super NES looks promising. Hopefully, this game will make its way over here.

THE SUPER NES PUSHES THE LIMITS

The Super NES seems to have even more life beyond *Donkey Kong Country*, based on what I saw. The best was a surprise called *Fighting Polygon*. The game uses the Super FX chip to generate polygon graphics, like *Virtua Fighter* in a 3-D world. If more SNES games like this keep coming out and developers continue pushing the limits of the hardware, we may see even more innovative SNES games in 1996.



FIGHTING POLYGON

The closest you'll actually get to *Virtua Fighter* for the SNES, this game features a rock creature and a praying mantis duking it out in glorious polygons.



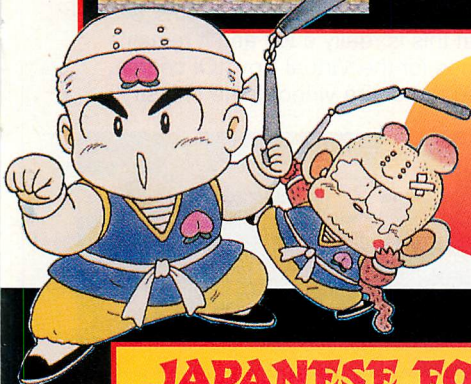
CAMERA

The friendly monster comes to the Super NES in a strategy/fighting game with a 3/4 view perspective.



LOADS OF RPGS

Row after row of RPGs, whose names I couldn't decipher, took up most of the space at the show.



JAPANESE FOR THE TRAVELLER

These are not the correct spellings of these Japanese words but they should help you pronounce them. These all worked for me, especially the last one.

Where?
Doko?

Excuse me.
Su-mi-ma-sen.

My name is Chris.
Watah-she wa Chris-des.

Thank you.
Arigato.

Good day/Good Afternoon
Kon-nichi wa.

Where is the toilet?
Toy-ra-wah doko deska?

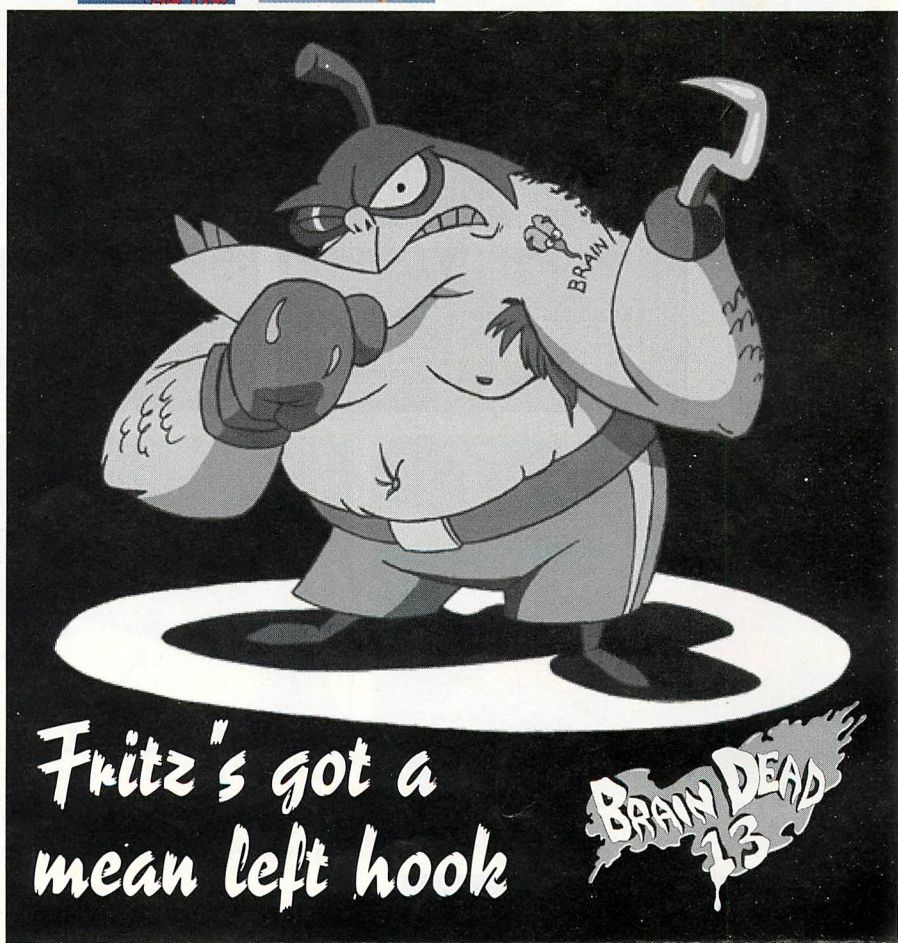
SHOSHIN-KAI

WHERE'S THE ULTRA 64?

One disappointing aspect of the show is that nothing new was seen or heard about Nintendo's best kept secret, the Ultra 64. Where is it? While other next generation systems gain ground, Nintendo is sitting back and watching. Word is that it may be seen at the Winter Consumer Electronics Show in Las Vegas, but don't hold your breath. Nintendo only does something when it's good and ready.

THE BIG SHOW

Shoshin-Kai is like Nintendo's own version of CES but this thing was even bigger. It was held in a dome-like building at Harumi in the Tokyo International Trade Center. The walls were lined with row after row of new products. Show models bowed as they handed me promotional materials on their games. I ended up with a bag of information on games that'll never make it to the United States. Many are games based on things that are only popular in Japan, like Pachinko and certain card games. Role-playing games are very popular in Japan and there were lots of them. I didn't see any spectacular RPGs—it's all the same little stubby salt and pepper-size characters running around trying to get the key and the sword or whatever. I personally don't like these games because all you're really doing is reading a story. They remind me of interactive comic books, since the story can only go one direction. (Okay, I played and loved *Zelda*, so I guess they're not all bad.)



Fritz's got a
mean left hook

BRAIN DEAD
13

NINTENDO SYSTEM REVEALED!

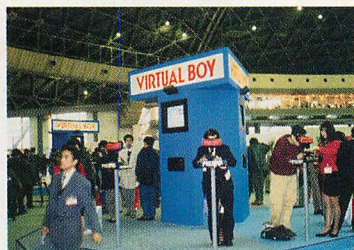
VIRTUAL BOY



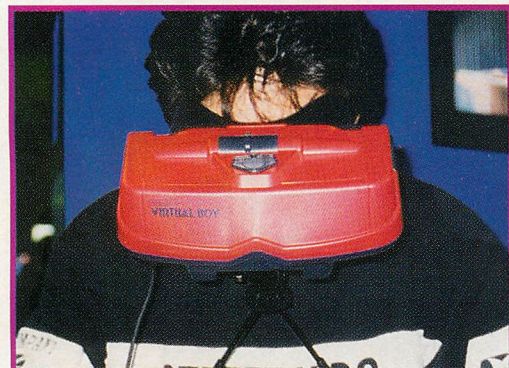
A rotating 3-D image of Mario accompanies the opening screen of the Virtual Boy.



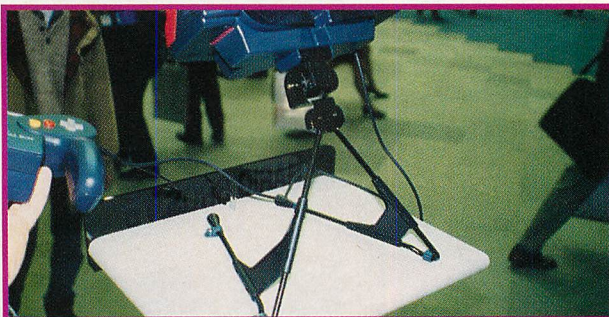
The first thing I wanted to see at the show was what Nintendo was calling the VR-32, which we all know by now is called Virtual Boy. There were three stands containing about ten VBs and I walked (okay, I ran) right up to one. After getting a brief explanation from one of the beautiful show models on how to play *Telero Boxer*, I grabbed the controller and stuck my face into the VB. I felt as if I was looking into some kind of futuristic periscope. The first thing that struck me is that the Virtual Boy's graphics contain several layers of red pixels—pixels that are kind of like the Game Boy's. (Nintendo bought 32-bit RISC chips to run this hardware?) The graphics also bear a striking resemblance to the old Vectrex game system from the '80s. There is an eerie 3-D look to the thing and I had fun punching the robot in *Telero Boxer* until it exploded into a million pieces. There was a five-minute time limit for playing each game, and of course I went back several more times to get a feel for it. I'm not sure if I would sit and play these games for an hour or three or more—it's kind of like watching one of those 3-D movies that make you sick after only 15 minutes. The sound is really nice, with stereo speakers located in the VB itself providing what amounts to "virtual surround sound." Playing the Virtual Boy is like being punched in the face, blood dripping down into your eyes, clouding your vision and then someone puts two Vectrex game machines right in front of your face. My overall impression is that this is really a toy and it remains to be seen if third party software developers will jump on board and make games for the Virtual Boy. (Of course, a lot of people called the NES a toy when it was first unveiled and it revitalized the entire video game industry.)



Each of the Virtual Boy games on display included a disclaimer saying that it was a "work in progress."



Everyone stood in long lines to check out the Virtual Boy.

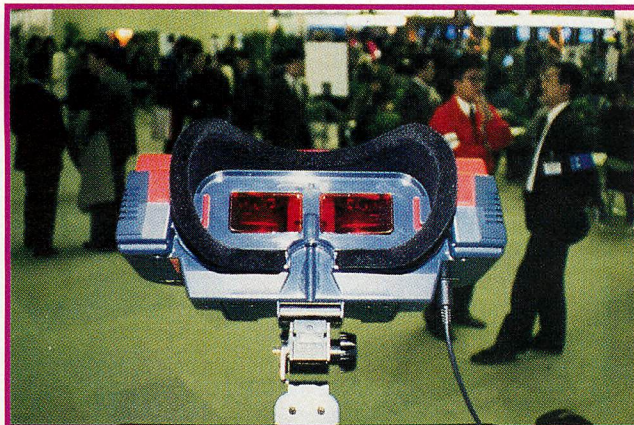


The Virtual Boy stands alone with a tripod on a table top. Nintendo plans to produce a peripheral so that the VB fits snug on your face and you'll have more freedom of movement. I wouldn't walk around wearing it though.





A lovely show model demonstrates. My Japanese is bad, so it had to be explained to me many, many times.



The VB's blood-red 3-D graphics are like the old Vectrex on steroids!



The controller feels nice and balances well in your palms.



Gore tests out the Virtual Boy.

VIRTUAL BOY GAMES

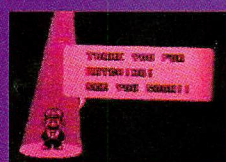
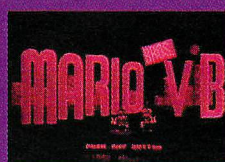
There were three games on display at the show. The titles may change as these were the Japanese names. Each game was prefaced by a title screen that emphasized that these were demonstration versions and not finals. Others are in development, such as *Bomberman*. I personally feel that these games are not true "virtual reality" but they are certainly 3-D. What the Virtual Boy will need to launch the system is a game that really puts you in a virtual world, like *Doom*.

TELERO BOXER



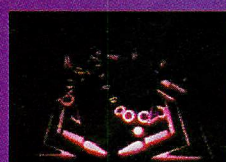
This is Rock 'em Sock 'em Robots 3-D! The best of the three games and a blast to play it's a lot like *Super Punch-Out*. The robot exploding at the end is cool.

MARIO BROS. VB



Basically this is the first *Mario Bros.* with 3-D graphics. I guess you could call it *Mario Bros. Country* for the Game Boy. There's not much to say about this one except that it's an early version. Cool opening 3-D scenes though.

SPACE PINBALL



The duller of the three games shown, but then again, are there any cool pinball games on any system?



Wow! Cool! I'm in another world!

DIRECT FROM JAPAN!

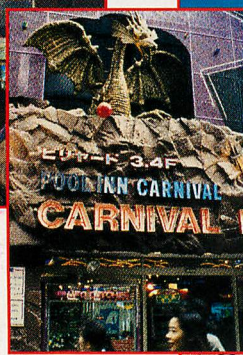
WELCO METOT HENEX TLEVEL WELCO METOT HENEX TLEVEL WELCO METOT HENEX TLEVEL WELCO METOT HENEX TLEVEL WELCO METOT HENEX TLEVEL WELCO METOT HENEX TLEVEL

ON THE STREETS OF JAPAN!

JAPAN: A CAMER'S GUIDE



Akihabra is the electronics district where shops line the streets, ready to sell you anything from new and used games and systems to chips, computers, cellular phones, cameras, stereos, CD players, televisions—anything and everything electronic. Don't simply accept the price that's on the merchandise. Ask the friendly gentleman for a better price. After some haggling, the sales person will show you a number on his calculator and you



can either accept the price or move on. The Yen is generally about 100 to the dollar, so if a game is 10,000 Yen, you are paying 100 bucks. Never buy the first game you see—shop around and you will always find a better price or a good deal on something used. The used merchandise is in very good condition, often shrink-wrapped in plastic. Games seem to be a way of life in Japan, crossing over between young and old.

SEGA SATURN

JAPAN'S SEGA SATURN DEBUT

I arrived in Japan just as the rollout for Sega's Saturn was about to take place. Print and television ads featured weird coneheads with pointy ears and ended with the phrase, "Sega Saturn from Saturn!" The conehead-guy was used in all the ads and posters throughout the city. Every game store in Akihabra had a Saturn in front of their shop with *Virtua Fighter* playing. A crowd was always gathered around it and it gave me a chance to play it as well.



Gore gives the Saturn a go!



Japanese gamers line up to buy games. In Japan, the release of a new system is hyped much like the release of a big summer movie, creating long lines and shortages. The Saturn was sold out even before I arrived in Japan. Shop-owners were only given 100 systems each to sell and reservations were taken well in advance. There were only 100,000 Saturns available at launch in Japan.

BASEBALL

SHINOBI-X

DIRECT FROM JAPAN!

SEGA SATURN



VIRTUA FIGHTER ON SATURN

It's an absolute dream to play. The control is smooth and creamy, like the arcade version, and the sound is phenomenal. The D-pad is made of comfortable rubber, making special moves easy to perform, plus it's easy on the thumb. The loading time is relatively short when compared to 3DO—you'll wait less than five seconds at the beginning of each match. Apparently the Japanese release of *Virtua Fighter* supports the new Panoramic wide-screen televisions.



JVC SATURN UNIT

JVC is releasing its own Saturn unit, much like the X-EYE here in the US. It's known as the V-Saturn and they're really pushing that popular Karaoke thing again with this machine.

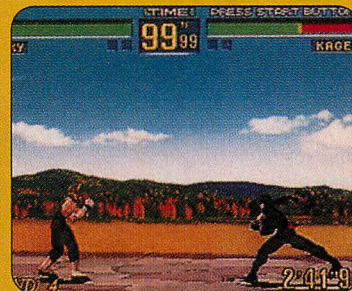


Gamers crowded around the Saturns on Akihabara's streets.

WHERE IS SEGA'S 32X?

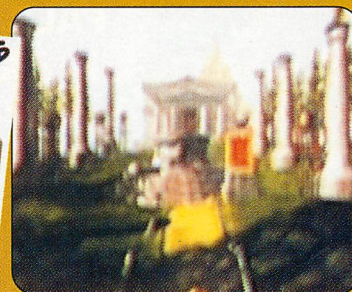
Well, honestly, who cares about 32X when you can buy a Saturn? Known as the Super 32X in Japan, the upgrade unit for your Genesis is actually coming out after Saturn in the Land of the Rising Sun.

SATURN 1995 JAPANESE RELEASES



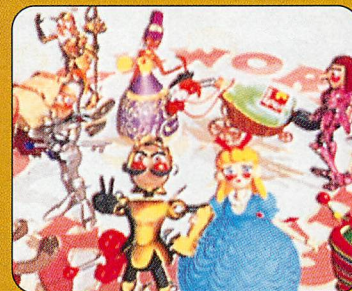
VIRTUA FIGHTER

Seems like an absolutely perfect arcade translation. It almost seems faster than the original! The only way to tell for sure would be to do a side-by-side test.



MYST

The popular PC point-and-click adventure game comes to the Saturn with crisp graphics. Hey, it's all in Japanese.



CLOCKWORK KNIGHT

The graphics are beautifully 3-D rendered but this is still a two-dimensional platform game. Could be a Saturn sleeper.



PANZER DRAGON

Fly on the back of a dragon and blast your enemies. A great simulation/shooter with gut-wrenching first-person graphics and lots of detail.



DAYTONA USA

It looks and plays incredibly well. Though it won't be available in Japan until April, the version I played already had the basics down pretty well. Highly anticipated.

Other games available within the first few months of the Saturn's release are: *Race Drivin'*, a strategy game called *A-Train*, *Virtual Hydlide*, *Gotha*, *Rampo*, *WanChai Connection*, *Van Battle*, *Tama*, *Bug!*, *SimCity 2000*, *The 11th Hour*, *Rayman*, *Pebble Beach Golf Links* and many other Japanese Pachinko and Mah jong tile games.

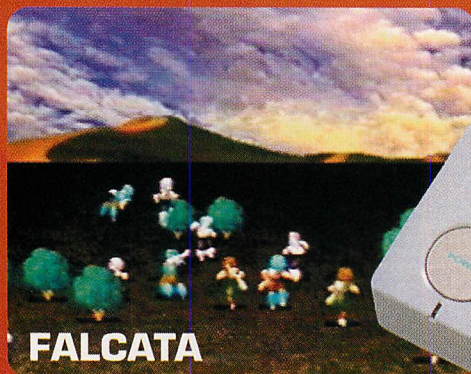
DIRECT FROM JAPAN!



PLAYSTATION



RIDGE RACER



FALCATA



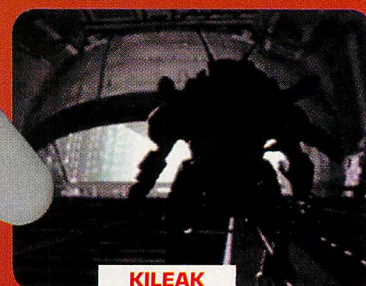
The awesome PlayStation.

SONY PLAYSTATION ARRIVES IN JAPAN

I was also able to try out a developer station of the Sony PlayStation. It was made of blue plastic, although the production models will be made of cool grey, like the SNES. The first thing that struck me as odd was the controller. Those plastic knobs that stick out balance quite nicely in your palms, leaving all your fingers free to press buttons. It was a weird feel but I soon got used to it. I obtained a copy of a video, sent only to Japanese press, about the PlayStation software. This is a powerful machine that can move 3-D graphics fast.

LET THE GAMES BEGIN

Many of the Saturn and PlayStation releases cross over: Games like *Myst*, *Rayman*, *Wan Chai Connection*, *A-Train*, *SimCity 2000*, *Tama* are being hyped and released for both systems. I saw about 30 games and, while only a few looked really hot, the potential of the hardware seems only to have just been tapped. The thing that Sony have in their favor is access to the library of Namco arcade titles. Games like *Cybersled* and *Ridge Racer* will sell this machine. The line-up looks good, but many of these games will only be popular in Japan. I'm sure Sony will see how software develops overseas, so that when they plan the US launch in Fall '95, there will be good software available at launch. Capcom's *Dark Stalkers* and Atlus' *Power Instinct* are also in development for the PlayStation. (NOTE: Some of the titles below are the Japanese names or the best translation we could come up with.)



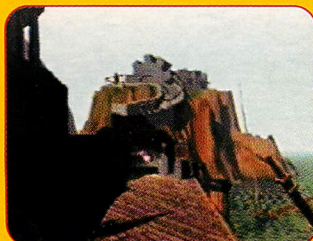
KILEAK THE BLOOD



PACHISURO HUNTER



MYST



RAYMAN



FEARSOME



CRIME CRACKERS



IDOL JANSHI SUCHI PAI LTD.



PACHIOKUN



ARC THE LAD



PARODIUS DELUXE PACK



SONY PLAYSTATION 1995 JAPANESE RELEASES

KING'S FIELD



A Doom-style game with RPG elements.

METAL JACKET



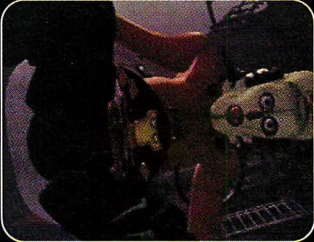
A mech-game with incredible graphics.

MOBILE SUIT GUNDAM



Based on the popular Bandai series.

KOWLOON'S GATE



A time travel adventure game.

MOTOR TOON GRAND PRIX



A 3-D racing game with cartoony aspects and characters.

NEKETSU OYAKO



A Final Fight-style fighting game. The title means "Super Hot-Tempered Parent and Child".

HAMLET



A first-person-perspective RPG, set in the land of Hamlet. Go read your Shakespeare.

COSMIC RACE



A 3-D motorcycle racing game. Looks really cool!

TO SHIN DEN



A 3-D-rendered fighting game that is described as "100% exciting," on the promo video. It does indeed look promising!

A-TRAIN



Basically a port of a PC strategy game, the only difference now is that you can ride the train in a first-person view. Whoooopeeee.

MAZIN STATION



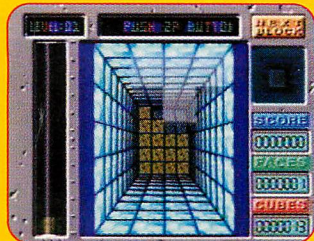
Essentially a Mah jong tiles game with rendered people playing the game. Pretty neat to look at if you're into that sort of thing.

VICTORY ZONE



Just what we need-- A 3-D Pachinko game. Oh, BOY!!!

GEOM CUBE



TAMA



AOMA HUNTER RAIMU



TWIN GODDESS



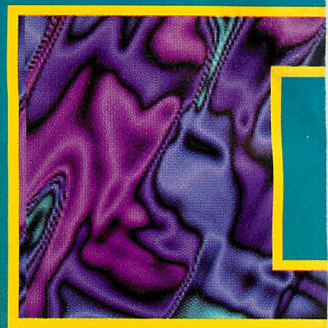
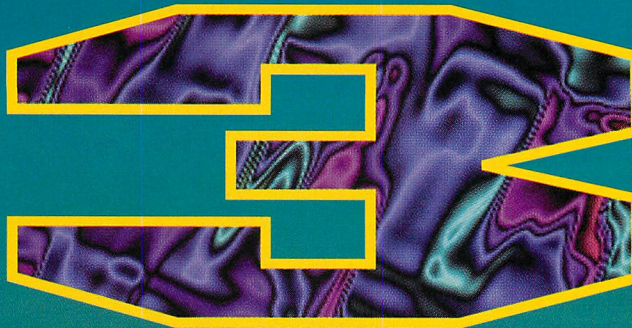
Sony Headquarters in Japan.



A Japanese PlayStation brochure.

3DO IS HOT IN JAPAN

Attracting just as many crowds as *Virtua Fighter* on Saturn was the 3DO version of *Super Street Fighter II Turbo*. (Known as *Super Street Fighter II X* in Japan.) Japanese gamers, both kids and adults, gathered around the machine and experienced the superior sound and response of what is quite possibly the best arcade-to-home-system translation ever. It is perfect in virtually every way. Panasonic has a new 3DO unit called the FZ-10 that actually looks cheaper than the original FZ-1 front-loader. The FZ-10 3DO is plastic and looks a lot like the Duo with its top-loading CD. The Japanese 3DO software sure was weird. One distressing thing was the number of 3DO games that could be purchased used for very little money. Most could be gotten for about 1,980 Yen—about 20 bucks.



PANASONIC OR SANYO?

Japanese gamers are given the choice between Sanyo's 3DO hardware and the original Panasonic unit. Software is cross-compatible, but we noticed how much more responsive the Sanyo control pads were. (not to mention they look cooler!)

JAPANESE 3DO GAMES

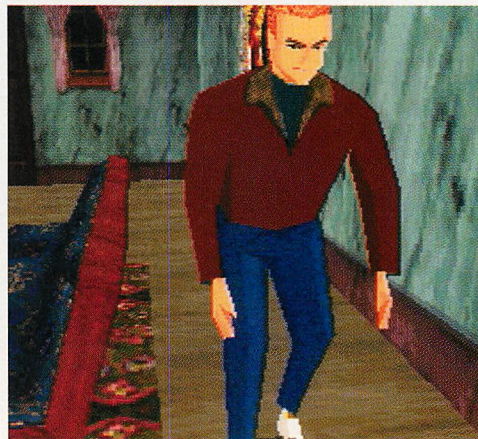
Most of these Japanese 3DO games look great, but they're perhaps the worst games I have ever played in my life. (It seems rather suspicious that another video-game magazine out there was hyping how great all these titles were and then selling them in the back of their mag. Hmmmmm, very interesting.) Let me be the first to say that these titles are utter crap. Here's the blow by blow:

WACKY RACES



Based on the '70s Hanna-Barbera cartoon, the only thing you get to do is bet on which racer will win. You don't even get to race at all! Then you just sit back and watch a choppy, 3-D-rendered "cartoon." Don't expect to see this game coming to the States soon; it's just plain awful.

DR. HAUSER



One of the earliest Japan-only 3DO titles, *Dr. Hauser* looks like a decent rip-off of the popular PC game *Alone in the Dark*, but it doesn't play nearly as well. An adventure game with polygon-rendered graphics and "camera angles" that change frequently, it's a slow-paced exercise in tedium.

VIRTUAL PUPPET REIKA



Reika must be the Madonna of Japan, because that's what her music sounds like. There's really no game here, just a bunch of full-motion music videos. At one point you do get to play with the "puppet" of Reika during a song, but it gets dull real quick.

NOVA STORM



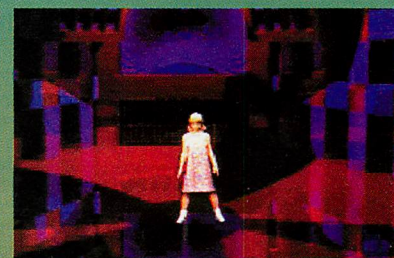
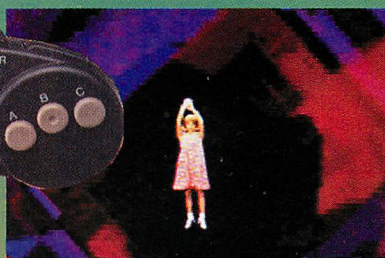
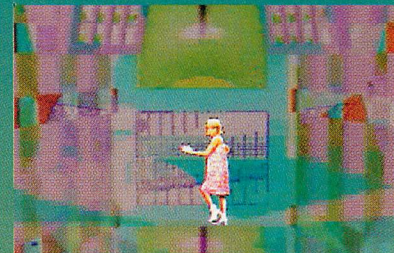
A shooter from Psygnosis that makes the company's *Microcosm* look good by comparison. The long in-between scenes that set up the story are torturous and uninteresting. Worse yet, the controls are so hypersensitive that you get no sense of your ship's weight or momentum.

DIRECT FROM JAPAN!

VIRTUAL PUPPET REIKA GETS DOWN BIG TIME!

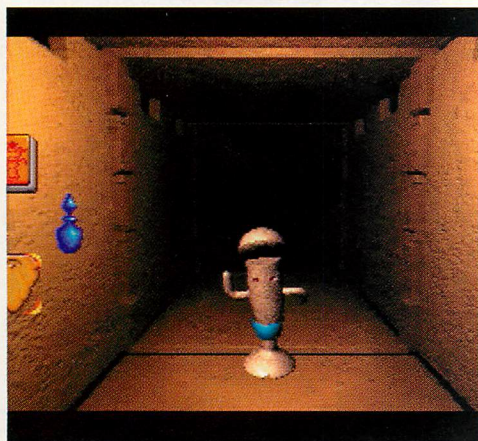


The redesigned FZ-10 3DO console from Panasonic.



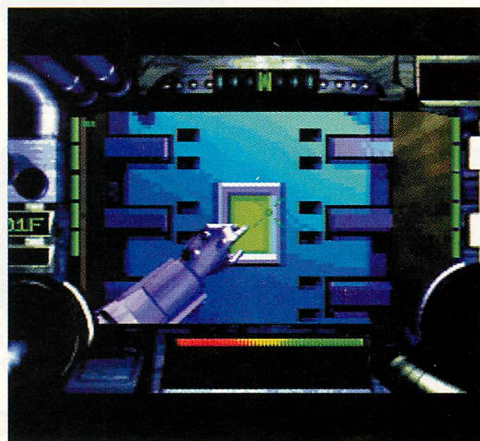
Virtual Puppet Reika sure can move. Wow. Look at her go. Yippee!

VIRTUAL QUEST



A first-person RPG with SGI-rendered enemies. Sounds cool, but the animation is choppy and the interaction during combat barely feels like you're taking part in the game. American gamers could understand the icon-based menus, but don't hold your breath waiting for a U.S. release.

TETSUJIN



Another choppy first-person adventure that may be a little better than *Virtual Quest*. If you're looking for smooth, *Doom*-style gameplay, you won't find it here. What you will find is a small gameplay window and clumsy robotic graphics that just don't convey a sense of "being there."

WARP



A cute *Tetris*-style game with wacky cartoon characters. It has a lot in common with the popular *Puyo Puyo* games from Japan (one of which was released here as *Dr. Robotnik's Mean Bean Machine*), but the faster pace and crazy variables make *Warp* a lot more difficult.

MURPHY'S TV CD-ROM



This game is a lot like the Sega CD game *Panic!* but without all of the great jokes. Based on a humorous book about Murphy's Law, it features horrible art that looks like it could have been drawn by a little kid with *DeluxePaint*. Would have been cool if it was funny, but it's not.

PREVIEWS

**YOUR SOURCE
FOR INFORMATION ON
UPCOMING
GAME RELEASES!**



FEBRUARY

Ranma 1/2 Part 2: Anything Goes Martial Arts Super NES Toho

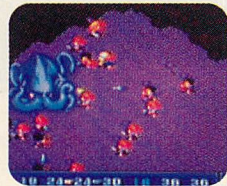
A new *Ranma 1/2* fighting game for everyone who loves the comic book character. Play as your favorite Ranma character: Ranma, Genma, Ukyou, etc. Battle it out amongst Greek ruins, skyscrapers, and tropical breezes.



Road Rash III Genesis

Electronic Arts
Seven international tracks in places like Germany, Japan and Africa. Three types of bikes: Rat Bikes, Sport Bikes and Super

Bikes. Upgrade in four areas: Performance, Protection, Tires and Suspension. And play in any one of the following modes: Solo, Take Turns, Split Screen and Mano A Mano.



First Queen Super NES Culture Brain

Translated from the original computer game. Fight an evil queen with your own army to save the once peaceful kingdom of Olmic.

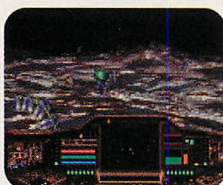
You control 256 characters. Form battalions and fight a variety of enemies.



Galactic Defender Super NES Culture Brain

A fighting game starring Jack and Ryu as they travel through the galaxy looking for the kidnapped Emperor Chin. Journey mode or

Versus mode. Big characters and new moves.



ShockWave: Operation JumpGate Sega CD

Electronic Arts
A data disk that offers you five new missions. The aliens are back again. A

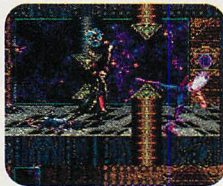
great find if *ShockWave* just happens to be one of your favorite games.



Flashback 3DO/Jaguar U.S. Gold

Aliens and mutants abound. You need to get rid of them and get your memory back. It plays the same as earlier versions of *Flashback*, but you'll see

improved graphics and animation.



Fireteam Rogue Genesis/Super NES Accolade

A fighting team from an ancient universe called the Spiral Arm that's going to save *this* universe. Play as any member of Fireteam Rogue.



Phantasy Star IV: The End of the Millennium Genesis Sega

Biomonsters are back to wreak havoc in Motavia. 24 megs and new combat

features. It's supposed to be the largest RPG ever for the Genesis. You'll even be able to use vehicles in combat.



Ristar Genesis Sega

An all-new character. He's a star that will smash his enemies with his pointy head. He'll just grab them with two of his arms and then sort of stab them with

another. He's the next Sonic. That's what they said about Dynamite Headdy too.



Power Instinct Genesis Atlus

Genesis owners, rejoice! *Power Instinct* has finally been translated to the Genesis platform. Play as any of your favorite characters, from Angela Belti to

Annie Hamilton to Otake. That same arcade fun in your own home!



MARCH/APRIL

BrainDead 13 Sega CD/3DO/Jaguar CD ReadySoft

Lance is a computer

repairman who unwittingly finds himself up against Dr. Neuro Neurosis. Save the world computer network from the doctor's evil plot.



Phantom 2040 Super NES Viacom New Media

The game based on the Saturday morning cartoon. A *Shinobi*-style action adventure. You'll love the Peter Chung-designed characters and futuristic graphics.

FEBRUARY

Hurricanes
Super NES, Genesis, Game Gear/U.S. Gold

The Adventures of Batman and Robin
Genesis/Sega

NHL All-Star Hockey '95
Genesis/Sega

X-Men: The Clone Wars
Genesis/Sega

Wire Head
Sega CD/Sega

Porky Pig's Haunted Holiday
Super NES/Sunsoft

Flying Nightmares
Sega CD/Domark

Akira
Super NES, Genesis, Game Boy/T-HQ

Tee Off
32X/Core Design

Speedy Gonzales
Super NES/Sunsoft

Surgical Strike
Sega CD, 32X CD/Sega

Desert Demolition
Genesis/Sega

Fahrenheit
Sega CD, 32X CD/Sega

Mega Man 7
Super NES/Capcom

Skeleton Crew
Sega CD/Core Design

B.C. Racers
Sega CD/Core Design

Flink
Sega CD/Vic Tokai

Star Strike
Sega CD, Genesis/Sony Imagesoft

Rise of the Robots
Genesis, Sega CD/JVC

Time Cop
Super NES, Sega CD/JVC

Rap Jam Volume I
Super NES, Genesis/Mandingo Entertainment

MARCH/APRIL

Donkey Kong Land
Game Boy/Nintendo

Dirt Trax FX
Super NES/ElectroBrain

The Mask
Super NES, Genesis, Game Boy/T-HQ

Sylvester and Tweety
Super NES/Sunsoft

Marko and His Magic Soccer Ball
Sega CD/Domark

Slam City with Scottie Pippen
3DO/Digital Pictures

BattleWheels
Jaguar/Atari

Burnout
Jaguar/Atari

Creature Shock
Jaguar/Atari

Demolition Man
Jaguar CD/Atari

Fight for Life
Jaguar/Atari

Highlander
Jaguar CD/Atari

Rage Rally
Jaguar/Atari

Robinson's Requiem
Jaguar/Atari

Tiny Toon Adventures
Jaguar/Atari

Arena Football
Jaguar/V-Real

Assault
Jaguar/Midnight Entertainment

Dragon's Lair
Jaguar CD/ReadySoft

Horrorscope
Jaguar/V-Real

Soccer Kid
Jaguar/Ocean

Cobra
Sega CD/Hudson Soft

Virtual Soccer
Sega CD/Hudson Soft

No Fear Racing
Super NES/Williams

SPRING '95

S.W.A.T. C.A.T.S.
Super NES/Hudson Soft

Super Bomberman 3
Super NES/Hudson Soft

Gridiron Glory
Super NES/Hudson Soft

Hagane
Super NES/Hudson Soft

Rise of the Robots
Super NES, 3DO/Absolute

Penn & Teller's Smoke and Mirrors
Sega CD/Absolute

Battletech: Gray Death Legion
Sega CD/Absolute

PREVIEWS

PUBLISHERS: CONTACT BETTY HALLOCK WITH ANY ADDITIONS, DELETIONS OR CORRECTIONS.



Hagane Super NES

Hudson Soft

Hagane is a powerful ninja, the only survivor of the Fuma clan. He was transformed into a human cyborg by a mysterious old man, and now he wants to

avenge his clan. A side-scroller with five stages. Destroy the boss at the end of each stage.



Novastorm Sega CD Psygnosis

It's the year 2129 in The Bator System. Data Grid, described as a "sentient computer network," has attacked the Federation. So Scavenger 4, an exper-

imental fighter, is launched in an attempt to abolish Data Grid and its control center. Four worlds, 18 stages and "Silicon Graphics rendered Z-buffered images."



Minnesota Fats: The Pool Master Genesis

Data East

A pool game starring Minnesota Fats! Play in Story Mode, Tournament Mode, Versus Mode and Trick Game Mode. It'll

probably be the best pool game you've ever seen.



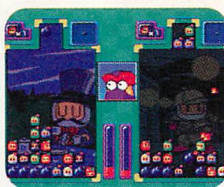
SPRING '95

Rise of the Phoenix Super NES/Genesis

Koei

A historical simulation game set in China. It's the

end of the Ch'in Dynasty, and China is experiencing civil war. Get in on the action. The game is also a complement to *Romance of the Three Kingdoms*.



Panic Bomber Super NES

Hudson Soft

A *Tetris*-style puzzle game starring Bomberman. It actually plays more like *Puyo Puyo* or its American version, *Dr. Robotnik's Mean Bean Machine*. Play

against the computer, or play against a friend.



Eternal Champions: Challenge From the Darkside Sega CD

Sega

Thirteen of the greatest fighters in history fight for their lives. Four different ways to kill your opponents:

Vendettas, Sudden Deaths, enhanced stage-specific Overkills and animated 3-D Cinekills, lovingly rendered with SGI machines and presented in glorious Cinepak full-motion video. Fifteen different Tournament modes include Russian Roulette, Survivor and Death Match. Four new characters and nine hidden characters.

They've all got their own martial arts style—Thai kick-boxing, Kenpo Karate and Monkey & Praying Mantis Kung Fu. It's the first game in Sega's new "Deep Water" series of ultra-violent games meant for more mature audiences. It's also the subject of this issue's cover story, so turn to page 36 to find out more.



The Ultra Vortex Jaguar

Beyond Games

They've been quiet since the release of the award-winning Lynx game *BattleWheels*, but the guys at Beyond Games are finally gearing up to

unleash their first Jaguar title. *The Ultra Vortex* is a one-one-one fighting game with digitized characters and lots of weird, surreal attacks and background art.



Weaponlord Super NES, Genesis

Namco

Hardcore fighting game fans will want to keep an eye out for this one. What's different about it? For starters, it was designed by Namco's

James Goddard and David Winstead, a pair of *Street Fighter II* veterans from Capcom who are primarily responsible for the recognition of combos as an integral part of fighting-game design. *Weaponlord* also features packaging and artwork design assistance by renowned artist Simon Bisley, and—as you may have guessed from the title—the combat is based on weapons instead of fists, feet and fireballs. Early word from Namco describes the game as "challenging," "in-depth" and "competitive," and claims that the game's characters are the "biggest, buffest barbarians ever seen in a 16-bit fighting game." Look for more info next issue!

Freeway Flyboys
Super NES/Seika

Pinky
Super NES/Seika

Super Turrican 2
Super NES/Seika

Dracula X
32X, Super NES/Konami

Soccer (yet to be titled)
Super NES/Konami

Creature Shock
3DO/Virgin

Eleventh Hour
3DO/Virgin

Dyno Blaze
3DO/Virgin

Brett Hull Hockey
Jaguar/Atari

Charles Barkley Basketball
Jaguar/Atari

Dactyl Joust
Jaguar/Atari

Dreadnaught
Jaguar CD/Atari

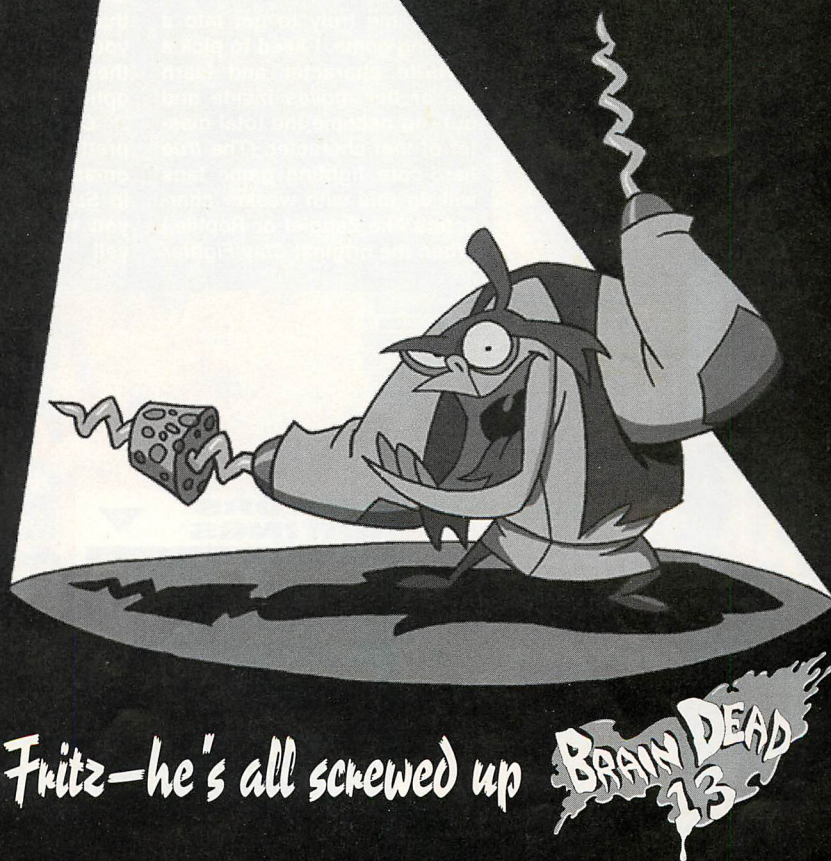
Hardball Baseball
Jaguar/Atari

Jack Nicklaus Golf
Jaguar CD/Atari

White Men Can't Jump
Jaguar/High Voltage

Battletech
Super NES/Activision

Future Zone
Super NES/ElectroBrain



CLAY FIGHTER 2 JUDGMENT CLAY

BREAKDOWN

GRAPHICS 8
Small fighters, but they look more like clay now.

SOUND/MUSIC 7
Cool voices and effects, mediocre music.

PLAYABILITY 7
Controls are a bit sticky, but the combos are OK.

**OVERALL
RATING** ▶

COOL

7

VIDEOGAMES



FROSTY



TINY



BLOB



NANA



OCTO



GOO GOO



HOPPY



KANGOO



As a fan of the original *Clay Fighter*, I couldn't wait to see what Interplay had in store for this sequel. I expected more characters, new moves and lots of hidden secrets, and I got them—but there are also a lot of things missing.

First, the new characters. I can see why Bad Mr. Frosty and The Blob have been brought back, but I question the return of Tiny over truly memorable characters like Ickybod Clay and Blue Suede Goo—especially when Tiny's animation appears to have been lifted directly from the first game. The new fighters are definitely unique, but some of them are obvious, "jokey" characters like Goo Goo (a baby in a diaper) and Octo (an octopus).

For me truly to get into a fighting game, I need to pick a favorite character and learn his or her moves inside and out—to become the total master of that character. (The true hard-core fighting game fans will do this with weaker characters like Zangief or Reptile.) When the original *Clay Fighter*

came out, I settled in and eventually reached a point where I could regularly beat the game at its highest difficulty setting using The Blob. I'm upset that my favorite Blob move—the Clay Stomp—has not been retained in *Judgment Clay*, but there are plenty of cool new moves to learn. On the other hand, I can't imagine any gamer playing *C2* and saying, "My favorite character is the baby."

Another thing that *Clay Fighter* fans are sure to pick up on is the fact that the characters in *C2* are much smaller than they were in the original game. The trade-off, though, is that the backgrounds are much more photo-realistic, and there are some really annoying foreground objects that obscure your view when you're trying to fight. Happily, these can be turned off at the option menu.

C2's combo system seems pretty scientific. There's no on-screen combo indicator as in *Super Street Fighter II*, but you will hear the announcer yell "Wow!" or "Awesome!"

when you connect with several consecutive unblocked hits. You'll also *feel* the satisfaction of a good combo; the sound effects are meaty and your opponent doesn't go flying away from you after every solid punch. The controls are decent, but not quite as responsive as in the first game—and nowhere near as natural as in a game like *Street Fighter II* (or even this issue's *Power Instinct*). The secret moves are cool, but there are only about half as many as there were in the first game. One significant flaw of the original *Clay Fighter* was that you were not allowed to "charge" moves diagonally; happily, this has been fixed for the sequel.

There's a lot to like in *C2: Judgment Clay*—the colorful graphics, the combos, the voices—but there's also a lot to be desired. Why are there no throws, no holds, no distinctly different "boss" characters, no "claytalities"? A conditional recommendation for this one.

—Chris Bieniek

EDITORS' RATINGS

CHRIS G. 8
Realistic clay animation and a blast to play! What's Bieniek complaining about?

GABE 6
Same old stuff...but fun. I expected more secret stuff.

BETTY 5
CF is better. Disappointing.



Tiny really *is* tiny when you compare him to the way he appeared in the original *Clay Fighter*.

"A solid sequel, but the gimmick's starting to wear thin."

Interplay

PHONE

(714) 553-6655

DEVELOPER

INTERPLAY

SIZE

24 MEG

PLAYERS

1 OR 2



MEGA MAN X2

SUPER NES



CAPCOM

PHONE

(408) 774-0500

DEVELOPER

CAPCOM

SIZE

12 MEG

PLAYERS

1

Capcom is releasing a sequel to their super-popular *Mega Man X* game for the SNES which is sure to satisfy all you fans (and soon-to-be-fans) of the *Mega Man* series. To some it may seem like overkill, but Capcom has taken their little cyborg and made a great sequel.

Mega Man X2 starts where *Mega Man X* left off. Sigma, the renegade reploid, has been destroyed, but many of the Maverick reploids which followed him are still on the loose. Your mission is to stop them all before they hatch another diabolical plot to ravage the world.

Once you finish the first stage (and beat the huge, ten-story boss) you are able to select which Maverick you wish to go after, much like the stage select in *Mega Man X*, which makes the game play open-ended and very satisfying. The frustration of being stuck in one game area and not being able to continue is something we've all experienced, and this is a great feature. Another reason why this rocks is the variety of the stages. Each stage has its own special features to take advantage of (rocket sleds you can ride, robots to control) and challenges to overcome, so boredom is very easily avoided.

Even though the graphics didn't need to be improved, *Mega Man X2* definitely goes beyond its predecessors, which is a bonus for any sequel. The colors are vivid and wisely used for maximum effect, and the backgrounds are so detailed that sometimes they almost look three-dimensional. And if you've ever seen a *Mega Man* game before, you know the characters and the bosses are rad; bizarre robot animals with funky names like Morph Moth and Wheel Gator and they're rendered with an amazing eye for detail. Every one of these guys has his own personality, a feature not often found in many games' bosses.

Most platform games I've played are moronic and uninspired and it takes something really special to get me to open my eyes and take notice. If you need some great gameplay and involving action, check out *Mega Man X2*. It's a worthy sequel and a really boss game!

—Gabe Soria



You can cruise the scrap yards in a variety of cool ways.

BREAKDOWN

GRAPHICS	8
Simple and beautiful, like a haiku.	
SOUND/MUSIC	7
Makes me feel like a cyborg.	
PLAYABILITY	8
Solid controls, fun to play. What a concept!	

OVERALL RATING

GREAT 8 VIDEO GAMES

EDITORS' RATINGS

CHRIS B.	9
Has there been a bad <i>Mega Man</i> game?	
BETTY	8
I can't wait to get my hands on those <i>Mega Man</i> figures.	
JIM	8
Even if you're sick of action/platforms, you'll love it!	

"Mega Man X2 is a great sequel!"



MORPH MOTH



WHEEL GATOR



WIRE SPONGE

RISE OF THE ROBOTS



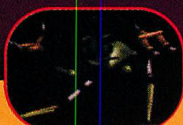
CHOOSE YOUR ROBOT!



LOADER DROID



BHF03 BUILDER DROID



CRUSHER DROID



MILITARY DROID



SENTRY

PHONE

(516) 624-8888

DEVELOPER

MIRAGE

SIZE

32 MEG

PLAYERS

1 OR 2



Loader Droid, BHF03 Builder Droid, Crusher Droid, Military Droid, or Sentry. They're all made of metal. So when cyborg and droid fight, chunks of metal start flying all over the place. It looks and sounds really metal-crunching. It's just too bad you don't see the characters actually breaking down. No matter how many chunks of metal fly, the robots remain intact and fully functional. It would look better if they fell apart.

The characters themselves look terrific—intimidatingly robotic. Your cyborg looks very sleek. He's blue-silver and muscular with a little tiny butt. He has a multi-material alloy skull and a human brain. It all looks very European.

Rise of the Robots avoids *Street Fighter* clichés—there are no “ninja” robots. The Sentry is a huge red robot that reminds me of a mobile suit Gundam. You're going to have to deal with the fact that all of the enemy characters are bigger than you. And they have a much farther reach. The first few characters aren't going to be a problem. They have weak spots. But later on, prepare to be totally thrashed!

And the controls just aren't as effectual as they might be. The characters are difficult to maneuver. They have very few special moves, and those moves aren't easy to execute. You can beat a bunch of the characters sim-

ply by throwing a lot of punches. Not an exceptional fighting game as far as fighting goes. So what did the developers do with 32 MEG? Well, the graphics are supreme! Even if the backgrounds are only as interesting as the back of my hand. There are full-motion video sequences before and after each fight. You'll see the challenging robot walking towards you as it enters the arena. These cinematic sequences must have taken up a lot of memory.

You'll enjoy the music too. You'll hear everything from industrial to techno to French pop influences.

At the very least, you'll want to rent this one.
—Betty Hallock

Here's the story: A Supervisor Droid is running a robotics plant on Metropolis 4. It contracts an EGO virus and takes over. It spreads the EGO virus to all of the other robots in the plant to fight the enemy—man. You are the top-secret EC035-2 Cyborg (half human, half machine) on an urgent mission to destroy the Supervisor.

This explains why you can only play as the Cyborg in the one-player mode. The two-player mode allows the second player to play as any of the enemies:

EDITORS' RATINGS

CHRIS B. **8**
Great FMV stuff and the music is excellent.

CHRIS G. **6**
Great graphics and music, but weak control and gameplay.

JIM **4**
Boring characters, lousy control, few moves... avoid at all costs.

BREAKDOWN

GRAPHICS **9**
The cyborg is sleek and sexy.

SOUND/MUSIC **9**
Love that sound of metal hitting metal.

PLAYABILITY **5**
The cyborg's moves lacked finesse.

OVERALL RATING

GOOD

6

VIDEO GAMES



Your EC035-2 Cyborg performs the turbo head-butt.



EDITORS' RATINGS

- BETTY** 9
An experience you'll love.
- CHRIS B.** 8
Average graphics and sounds, but the controls are superb and the secret moves are great.
- CHRIS G.** 7
Can't beat that good response. Some fun moves.

ATLUS

PHONE

(714) 263-0582

DEVELOPER

ATLUS

SIZE

16 MEG

PLAYERS

1 OR 2

Here's something for you to do: go outside, grab a rock, and throw it as hard as you can. Watch it fly into the distance. Hear that thud? Chances are you've hit a fighting game. Nowadays they're breeding like flies, and as logic would have it, most of them aren't very good. *Power Instinct* was cool in the arcades, but can Atlus make a go of it on the SNES and rise above the current glut of half-baked games which are long on promise but stop short when it comes to delivering? Yes indeed, they can.

The primary beauty of *Power Instinct* is its pure playability. When it comes down to the nitty-gritty, we all want something that's going to be fun, right? Of course. *Power Instinct* is one of those fighting games which you can start playing right away because the controls feel so natural: each character's moves make logical sense. You'll find that you'll be able to learn a few very quickly and that the rest will come naturally. Each character also has believable strengths and weaknesses, so you can be guaranteed that every battle you have will be somewhat fair.

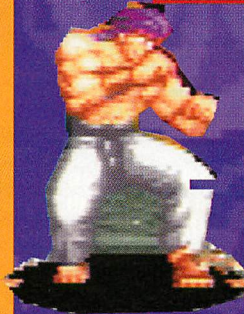
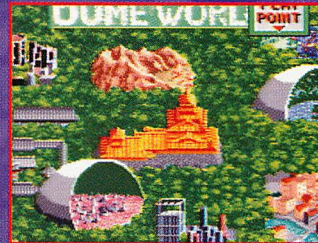
The characters themselves are from the generic mold: there's a ninja, two muscular bo-hunks, a petite girl, and an Amazon (who whips you when she gets *really* angry) amongst others. The best character by far is the Boomin' Granny herself, Otane. Not only can she use her dentures as a fireball, when she uses her special Granny kiss attack (she jumps you and starts smacking away), she also turns into an eighteen year-old femme fatale for a duration and starts blowing fiery kisses at you. Whooooaah! And I thought I had a cool Grandma!

The graphics are kind of bland, but that's alright. Think Japanese and you'll know what's up. The backgrounds are a step down from games like *Mortal Kombat* and *Street Fighter II*, but I must confess that I really didn't notice. I was too busy having myself a grand old time.

At the options screen you can select from a couple of different practice stages where you can perfect your moves and, when you get tired of that, you can play endurance rounds against a revolving roster of eight, fifteen, or an infinite amount of opponents, a feature which I thought was a cool addition to an already cool game.

Some weaned on *Mortal Kombat* might find *Power Instinct* to be a little light for their tastes, but I say that it takes all kinds to make the fighting game world go round. *Power Instinct* will make a fine addition to the library of any fighting game fan.

—Gabe Soria



BREAKDOWN

- GRAPHICS** 7
Run-of-the-mill Japanese stylings.
- SOUND/MUSIC** 7
Wacked-out techno; sounded cool and bizarre.
- PLAYABILITY** 9
Good clean fun for fighting game freaks.

OVERALL RATING

GREAT 8 VIDEO GAMES

"The primary beauty of Power Instinct is its pure playability."



Beware Otane's dentures of death!



THE IGNITION FACTOR

"You can almost feel the heat of the flames."

If you enjoyed the movie *Backdraft*, you've probably wondered what it would be like to muscle your way through a burning building and rescue the people cowering in fear within. *The Ignition Factor* will give you a pretty good idea: You can feel the heat of the flames almost as strongly as the weight of the responsibilities that go along with each of the game's eight dramatic rescue missions.

The perspective is similar to that of an earlier Jaleco adventure, *Operation Logic Bomb*, but the colors and overall look of the game are much more visually striking. As you walk—or run—through the buildings in search of the victims, you can pick up items and douse flames with your fire hose. The color-coded chemical and electrical fires can only be snuffed with special extinguishers, and you'll also be able to arm yourself with axes (for knocking down barriers), ropes, poles, CO₂ bombs and even plastic explosives. Two of the game's scenarios don't involve fire at all; rather, they take place in gaseous underground caverns where you must rescue trapped mine workers.

Most players will laugh at the way the game's characters flop around and sizzle when they're engulfed in flame, but they'll stop laughing when the game's coolest feature becomes apparent: The fire actually spreads as you walk around. If you leave a few licks of flame smoldering in a corner, you'll come back minutes later to find that the entire room has become a raging inferno. There are no "back-drafts" in the game, but—since you can't see into any room unless you press the **R** button before you enter—you may be



BREAKDOWN

GRAPHICS

The graphics are pretty hot—especially the fire.

SOUND/MUSIC

Scary stereo effects plus a few speech samples.

PLAYABILITY

Challenging, addictive and full of surprises.

OVERALL RATING

GREAT 8 VIDEO GAMES

caught off guard and walk into flames if you open a door and charge blindly inside.

Running around with the hose guarantees a healthy dose of arcade-style action, but *The Ignition Factor* also includes adventure-game elements (searching for objects, solving simple puzzles) and strategy-game elements (positioning the fire truck, choosing which items to carry). If I didn't know better, I'd have thought that the skillful blend of these three video-game genres had come about accidentally; as it is, the game's atmospheric stereo sounds and engaging gameplay are more than enough to keep you from noticing its flaws.

What kind of flaws? For starters, even though I'm a *Double Dragon* veteran, I still had trouble with the timing of the D-pad double-tap that's required to make your character run. The inventory menus are a bit of a pain, and certain items seem unnecessary. (I just finished the game, and I swear I didn't even use the rope or the pole once.) Also, certain of the game's computer-controlled characters will stupidly stroll into walls of flame over and over.

Fortunately, the excitement and danger of exploring a burning building is great fun even if you're not a pyromaniac. The character dialogue is off-the-wall and totally surreal, but it adds a twist to the overall atmosphere of the game that's just too weird to explain.

Even if *The Ignition Factor* sucked, I'd still recommend it because there's nothing else like it on the shelf. Fortunately, it doesn't.

—Chris Bieniek



EDITORS' RATINGS

CHRIS G.

8
There's actual suspense in the game. It's red hot!

BETTY

8
I loved watching the characters squirm on the floor in a big ball of fire.

GABE

7
Let me stand next to your fire!



Your firefighters are so tough, they don't even scream when they're burned to a crisp!

JALECO



PHONE

(708) 215-1811

DEVELOPER

JALECO

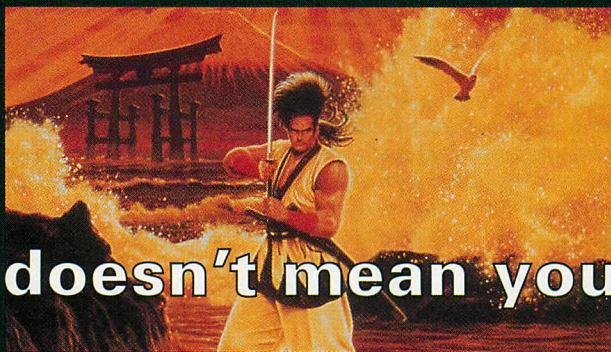
SIZE

16 MEG

PLAYERS

1

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.



SAMURAI SHODOWN™



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



SEGA CD™

SNK



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CIRCLE #109 ON READER SERVICE CARD.

SYNDICATE

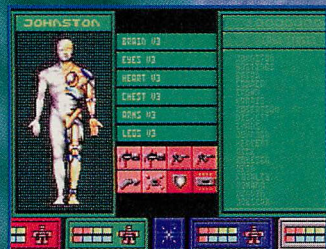
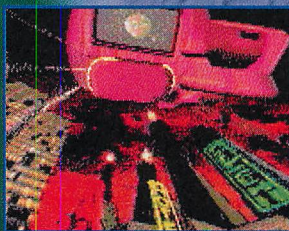
BREAKDOWN ▼

GRAPHICS 7
Amazing intro, but in-game graphics are dreary.
SOUND/MUSIC 6
Too much music, not enough sound.
PLAYABILITY 7
You'll never get used to the clumsy interface.

OVERALL RATING▶

GOOD
6
VIDEO GAMES

"This ain't the PC *Syndicate* I grew to love."



When I'm not wasting away my pathetic life in front of a TV screen, I'm wasting it away in front of a computer monitor, and that's how I first encountered *Syndicate* last year. At the time, it was the latest release from Bullfrog—of *Populous* and *PowerMonger* notoriety—and was best described as *Populous* with big-ass guns. Yes indeed, *Syndicate* was a violent game, with innocent civvies collapsing in pools of their own blood and running around screaming while engulfed in flames. Naturally, I couldn't say no when asked to review the Genesis version of *Syndicate*, expecting it to have the same wonderful carnage and gore. But alas, this ain't the *Syndicate* I grew to love.

But let's discuss the gameplay. At the start of the game, you have a stable of cyborg agents, a small amount of money and no territories to call your own. First, you need to upgrade your agents with better weapons and body parts. Second, you need to invest in research and development so that you can dump the feeble weapons you start with (pistols, shotguns) and equip yourself with more impressive armaments (Uzis, flamethrowers).

Third, you need to take over territories by sending your cyborgs on missions. These are sweet and simple at first—kill a few enemies, capture an important person—but get more difficult as you go. (Ain't that always the way?) Your agents will do whatever it takes to achieve their goals, whether it be slaughtering crowds of innocent people or performing a drive-by shooting. You can also improve your

agents' performance by injecting them with drugs (!), but they soon build up a tolerance to the stuff, so you have to just say 'no' after a while.

Fourth, you need to govern your territories by setting the tax rates of each. Set the rates too high and the populace revolts, meaning you have to go through the mission for that territory all over again; set the rates too low and you won't have enough money to upgrade your cyborgs or invest in R&D.

Okay, now to explain why this game leaves me flat: All the sadistic touches of the PC version are MIA. When you flamed someone in *Syndicate* PC, for example, they'd run around for a good long while, screaming like a slasher-movie victim. Here, they don't make any noise at all, and collapse far too quickly. In *Syndicate* PC, explosions were huge and impressive; in *Syndicate* Genesis, they quite frankly suck.

The other major problem is the interface. The PC version played beautifully with a mouse, but the Genesis version has been clumsily designed around the control pad. Even after a dozen hours, I was still fumbling around and referring to the instruction manual. Most uncool.

Some games just don't translate well from computers to game systems, and that's the case with *Syndicate*. The interface is too cumbersome, and the gameplay is missing the graphic and sonic touches that made the PC version so much evil fun. Action/strategy fans should still check it out, though.

—Zach Meston

ELECTRONIC ARTS

PHONE
(800) 245-4525

DEVELOPER
BULLFROG

SIZE
16 MEG

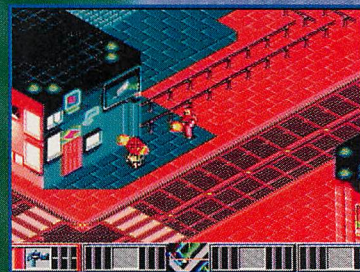
PLAYERS
1



EDITORS' RATINGS ▼

CHRIS G. 8
Solid strategy and good action. Makes political assassinations fun again!

CHRIS B. 7
I liked it better than Zach because I didn't expect it to be like the PC version. The characters are kind of stubby, but it's fun to destroy things.



What happened to the killer explosions?

the MASKED RIDER

KAMEN RIDER ZO

Available in Japan since May of 1994, *Masked Rider Zo* hasn't been changed much for its American release. The game's text has been translated into English and the actors' voices have been overdubbed, but the meat of the game remains the same. It's a full-motion video extravaganza along the lines of Renovation's *Time Gal* and *Road Avenger*; essentially, you watch video footage and react appropriately whenever the screen tells you to push a button.

If you're a *Dragon's Lair* nut who doesn't mind the fact that games like these are not truly interactive, you might appreciate some of the finer points of *Masked Rider*. The game footage comes from a popular Japanese TV show called *Kamen Rider*, which details the exploits of a crime fighter named Zo, a half-human/half-grasshopper



The dubbed speech in *Masked Rider* is so bad that some of these kids actually have adult voices!

martial artist who rides a motorcycle. The video footage is of the typically grainy, take-up-only-two-thirds-of-the-screen variety seen in first-generation Sega CD titles, but the special effects and funky alien costumes are striking.

After a long introductory sequence, the game is broken up into ten "bat-

ties." Whether you're playing as Zo, Asou (Zo's alter ego) or Hiroshi (the 12-year old son of the scientist who created Zo), the screen shows energy bars for you and your enemy. Press the right buttons and you'll reach the next stage; press the wrong buttons and you'll lose a life. In addition to the traditional D-pad and **ABC** button commands, there's also a "push bar" which can be powered up in certain situations by hammering on all three buttons. If you can deplete the enemy's life bar (by responding as quickly as possible to the prompts) before the end of any stage, you get to watch the rest of the battle play itself successfully without any further control-pad input. Weird!

By far the best feature of *Masked Rider* is the cool video footage of the monsters you get to fight. Aracnia—the enemy character in the game's fourth battle—is really creepy; she looks a lot like the spider-woman Michael Jackson faces in that *Captain Eo* 3-D movie at Disneyland. However, the character interaction is so disjointed and unnatural that you'll never feel as though you're controlling the events on the screen, even when you're doing well.

I'm glad that Sega of America is not afraid to release a game that was specifically designed for Japanese audiences; in fact, there are a lot of American *Kamen Rider* fans who will be stoked to hear that such a game even exists. Unfortunately, like the Sega CD version of *Mighty Morphin Power Rangers*, *Masked Rider Zo* is not as

"Cool video footage, but this 'game' is barely interactive."



BREAKDOWN ▼

GRAPHICS 6
The buggy creatures are the coolest thing here.
SOUND/MUSIC 5
Good music, but awful voice acting overdubs.
PLAYABILITY 3
This "game" is barely interactive.

OVERALL RATING ▶

WEAK

4

VIDEO GAMES

EDITORS' RATINGS ▼

BETTY 8
Amazing—because it's *Kamen Rider*. It's like nothing you've ever seen before.

GABE 7
Kamen Rider is boss!

CHRIS G. 2
I prefer to be able to DO SOMETHING when I play a game. Bad.

much fun to play as it is to watch. I would have enjoyed it a lot more if it had been a video tape.

—Chris Bieniek



Bouncers

BREAKDOWN

GRAPHICS 8

The Blurbz would make a cute Saturday 'toon.

SOUND/MUSIC 6

Each character has a few cute exclamations.

PLAYABILITY 6

Bouncers is a lot more fun in 2-player mode.

OVERALL RATING

GOOD
6

VIDEO GAMES



"Bouncers is an unusual game, to say the least."

EDITOR'S RATINGS

CHRIS G. 7

It's too cute and actually kinda fun. The sound is real good. The game could have been better if the characters had more individual moves.

BETTY 6

It's a blast in 2-player mode. Cute, cute, cute!



PHONE

(800) 743-7725

DEVELOPER

SIERRA

SIZE

CD

PLAYERS

1 OR 2



Tired of the dozens of look-alike basketball games on the market nowadays but still craving some leather ball action? If you're looking for something new, then *Bouncers* for the Sega CD may be your cup of tea. In this game you are literally the basketball. You have finally become one with the ball.

The action takes place on Blurb Island, the land of the basketball creatures, the Blurbz. Blurbz are a bored race, so they spend a lot of their time challenging each other to one-on-one basketball games in which each Blurb tries to put himself through the basket as many times as possible in the allotted time.

It's a strange game, to say the least. The set-up is similar to a lot of fighting games in that you choose a character and travel to different locations challenging other Blurbz, but that's where the similarities to fighting games end. Instead of killing your opponent, you must instead use him to help bounce you around the screen and into one of the two to three baskets on the screen. Every location has a different basket set-up and its own little peccadilloes (such as specialized power-ups and terrain difficulties). It's a very benign game and I often found myself wishing that it were a little less nice. Imagine the fatalities! At the end of a match, your character pulls out a knife and stabs the opposition repeatedly. You smile and get to watch him slowly and painfully deflate.

The characters are cute as buttons (Fu, the Kung Fu Blurb is my favorite) and each has their own accompanying cartoon. The only drawback to the character selection is the fact that, instead of having their own personal quirks and abilities (which you would expect) the only difference between Blurbz is speed and jumping ability. I found myself not wanting to play the cooler looking Blurbz in a one-player match because it would mean automatic doom.

Bouncers is an unusual but enjoyable game which had me grunting and panting while I was playing. It's mondo bizarro and it's perfect for those times when you just want to chill out.

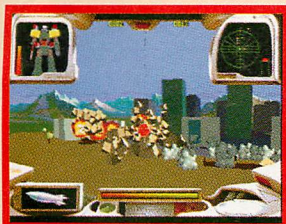
—Gabe Soria



I just want to pinch the Blurbz' cute leather cheeks.

WAR IS HELL

unless you're in a 40-ft. robot
with a rocket launcher
(then it's kinda cool)



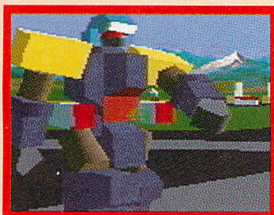
If you don't like the city you're in, use your rocket launcher to level it.



Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



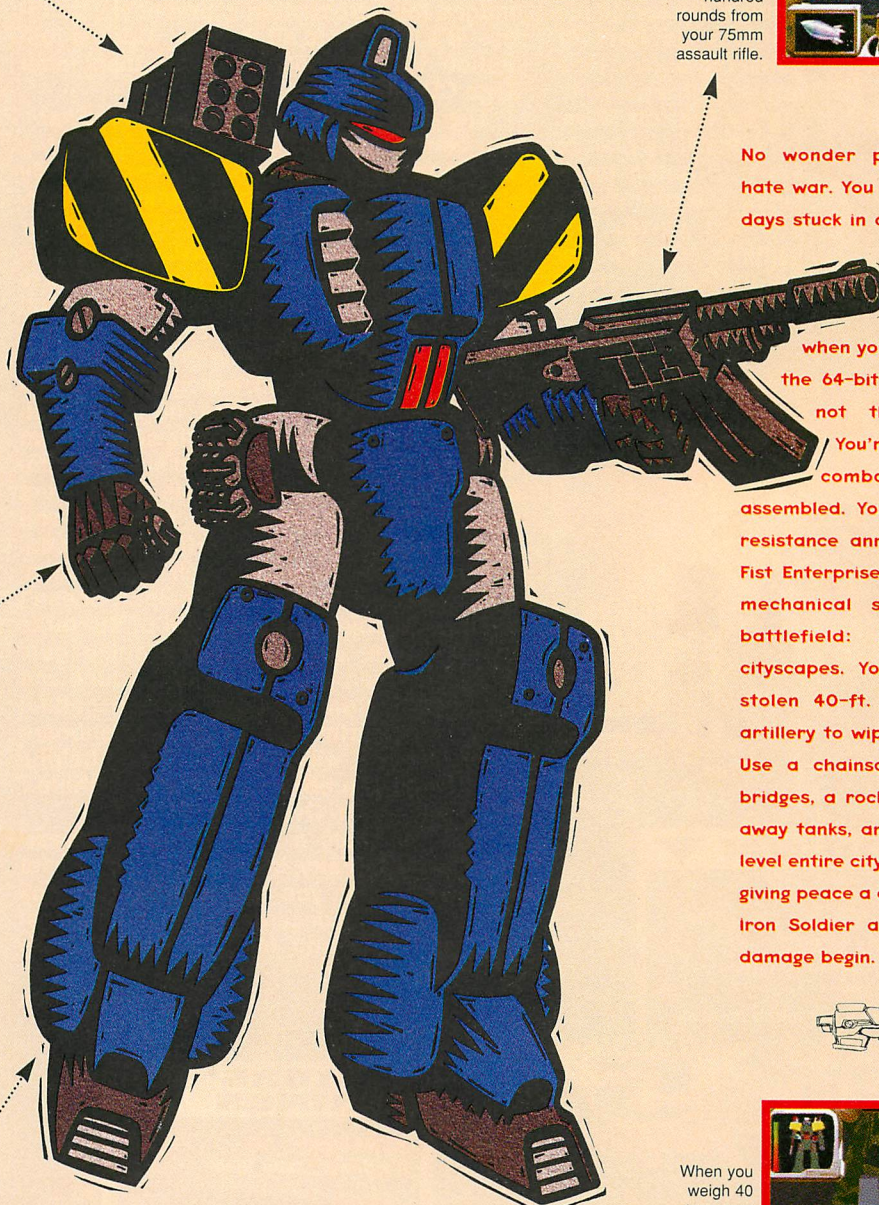
The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



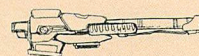
It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



The scenery may change, but your objective won't. Destroy the enemy.



No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.

JAGUAR DO+THE MATH
6 4 - B I T
INTERACTIVE MULTIMEDIA SYSTEM

ATARI
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CIRCLE #110 ON READER SERVICE CARD.

LOADSTAR

THE LEGEND OF TULLY BODINE



PHONE

(800) 98-ROCKET

DEVELOPER

ROCKET SCIENCE

SIZE

CD

PLAYERS

1

You play as Tully Bodine, the 21st century's legendary interplanetary trucker who's looking to perform a career finale with one last haul for some big bucks. He's got a girlfriend waiting for him on Mars. Together they plan to start a hotel business. The plot elicits one big yawn. The same is true for the full-motion video sequences. Boring.

Ned Beatty plays Tully's nemesis, Sheriff Francis Wompler. He's great; he's getting pretty chunky. You'll also see the midget from the *Twin Peaks* series and Sega's *Sonic & Knuckles* commercial in the background. But, other than Beatty and the midget, the introduction is practically pointless. It's difficult to sit through. But the full-motion video quality is better than most Sega CD games.

The game plays sort of like *Sewer Shark*. You control Tully Bodine's Loadstar—a big air bus that is actually “the fastest privately owned utility in the solar system,” according to the game manual. The Loadstar moves on tracks called taxiways, and you have very little steering control. Your job is to shoot at airborne menaces like the Yutani SSAP-L, the Yutani 505L, the AX and the SA-10A Scorpion. Your weapons include: a horn, a sapper, a shield, a megashield and a degausser/depolarizer. The horn is cool, because it makes slower traffic speed up so that you don't bump into it and sustain damage. The sapper is what shoots the suckers down. You'll see pretty pink and blue and orange explosions. It's a gratifying weapon. Everything else is pretty much superfluous.

The manual isn't a lot of help. It doesn't outline the objectives for each of the three levels in the game. The gameplay gets repetitive when you're just going round and round on the same tracks and not getting anywhere. Mortimer is Loadstar's onboard computer and will guide you with helpful hints like, “The observatory is over there.” Huh? Say again. Over where?!

Nothing beats a special guest appearance by Ned Beatty, but if you're looking for a beefy shooter, you may just have to look elsewhere. It's a decent shooter, but most of the time it doesn't feel like you're really getting anywhere.

—Betty Hallock



Tully Bodine meets his maker.

BREAKDOWN

GRAPHICS

All three levels look very similar. Good FMV.

SOUND/MUSIC

Great sound effects—explosions, sirens...

PLAYABILITY

Shooting's decent; there's not much control.

OVERALL RATING

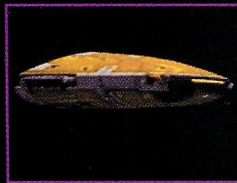
OKAY
5
VIDEO GAMES

EDITORS' RATINGS

CHRIS B. 6
It's *Sewer Shark* 1994!

JIM 4
Sewer Shark? It's like playing *Dragon's Lair* on a railroad track.

CHRIS G. 4
I enjoyed the *Star Wars* Death Star trench-style trip, but over and over again... it gets dull fast.





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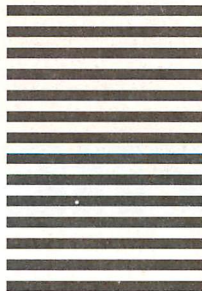
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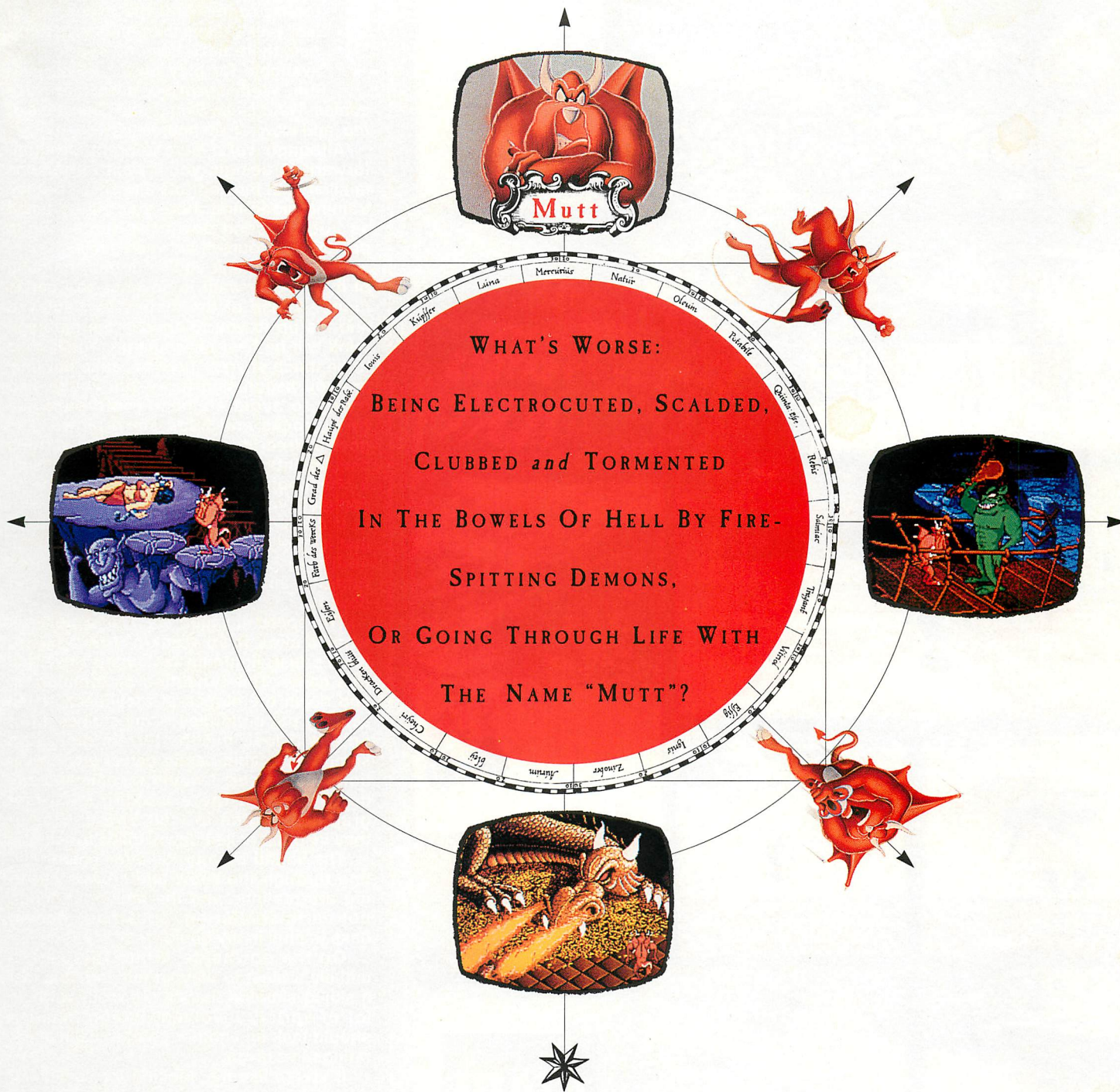
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B25A00



Lilil Devil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Lilil Devil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PC CD-ROM

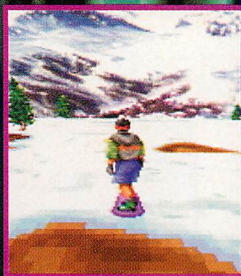
CD-i

PC FLOPPY

PHILIPS MEDIA

Optional Digital Video Cartridge required for CD-i. Lilil Devil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

CIRCLE #111 ON READER SERVICE CARD.



Timing your jumps just right will keep you in the game, not to mention out of the trees!



Look out for obstacles in your path, such as this snow plow.



Having good control is imperative if you want to win, especially on the ice.



Absolute, ultra-blinking speed is this game's strong suit.



This map shows a ski-lift taking you back up the mountain for a shot at the next slope.

EDITORS' RATINGS

CHRIS G. 3
Hit the slopes! The only thing missing is the bitter cold.

CHRIS B. 3
I got wind burns from playing this game, and I'm snowblind, too.

BETTY 7
It's sooo crazy fast. The snow-board mode is most fun.

"...there is fast, lightning fast, warp drive, and this game."



In the world of sports games for the Jaguar, all has been quiet in the Atari locker room. With the exception of last year's dismal *Brutal Sports Football*, there have been no sports titles available for play on the 64-bit system. Well, surprise, surprise! Here comes *Val d'Isère Skiing and Snowboarding*, and wow—I am impressed!

Although *Val d'Isère* is pretty straightforward in design, you'll want to become familiar with the controls and check out the training mode first. Here you will be timed as you descend down the slopes while positioning yourself between gates.

Once you think you've gotten the hang of it, you may want to advance to freeride mode. A map of the slopes is displayed and it's up to you to choose the path you think will be best for your run. You'll need to be much sharper here because not only are you negotiating turns, but you're also trying to avoid slamming into stuff like trees, rocks and huge snow plows. The goal in freeride mode is to pass various checkpoints before time runs out. Passing a checkpoint will earn you extra time to complete your run.

If competition is your thing (or you're just a lonely dork), this game gives you the ability to play against a friend in three timed events: slalom, giant slalom and downhill.

The speed at which *Val d'Isère* moves is what makes it so freakin' fun. I mean, there's fast, lightning fast, warp drive and this game. The sensation of zooming up and down the slopes at breakneck speed actually put butterflies in my stomach! Not only is it fast, but the terrain moves so smoothly, I could barely detect any pixelation whatsoever! I would recommend any developer out there looking for a fast graphics engine to visit Virtual Studio: they've got it nailed down, that's for sure!

The sound of your skis (or board) cutting through the snow and crowds cheering are realistic and the music, although not earth-shattering, does have decent bass (a plus in my book.)

On the downside, while this cart is initially a blast to play, in the end, it is just a skiing sim and there's not really a whole lot of variety involved. Skiing fanatics should tack on another point to each of the ratings I've given.

If you're like me, looking for something different (or just something, *period*) to add to your Jaguar game collection, *Val d'Isère* is worthy of your attention. If you do go out and buy it, you'll probably end up inviting friends over just to show it off and blow them away.

—Jim Loftus

BREAKDOWN

GRAPHICS 9
My adrenaline is pumping—I'm blown away!

SOUND/MUSIC 7
Good, but I wasn't overly impressed.

PLAYABILITY 8
There's not much variety in skiing, but it is fun!

OVERALL RATING

GREAT 8

"IRON SOLDIER QUICKLY BECOMES AN ALL-OUT, OBSSIVE WAR!"



SOLDIER

JAGUAR



Blowing things up is a great way to get out your aggression!



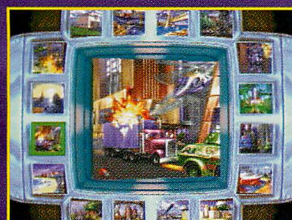
As you look down from above, you can even see your mechs' legs in stride.



Just one more reason to play *Iron Soldier*: the Missile-Cam!!!



This ship can only be destroyed at the top section; the sides are impenetrable.



There are a total of 16 missions to complete in *Iron Soldier*, accessible in sets of four at a time.



This enemy mech will use twin chain guns to try to mow you down.



Not only can you destroy enemies with weapons, you can also crush them with your huge metal feet!



At first, *Iron Soldier* may seem incredibly frustrating to control, but that's easily taken care of in the options screen.



What do you get when you mix one part *Cybermorph*, one part *Battletech*, two parts *Mech Warrior*, stir in a few awesome weapons and add some cool-looking landscapes? The answer is *Iron Soldier*, a new first-person blast-a-thon courtesy of Eclipse Software.

IS puts you in command of a massive, 70-ft. mech capable of some serious death and destruction. The view is incredible as you sit inside the mech's head, controlling everything from way, way up above: forward and backward movement, speed and weapon selection and deployment.

In this game, anything goes. That includes smashing and blasting buildings for the sole purpose of reaching in and taking what you want (armor, grenades, shells, whatever). You'll also face tanks, helicopters and (YES!) other mechs!

You wanna talk about cool? How about noticing, for the first time, an enemy mech far off in the distance...and then, just as you get closer, it turns around to engage you in battle! That's the kind of stuff



which turns an average game into an all-out, obsessive war! Another plus with *Iron Soldier* is the ability to begin a game from any one of four scenarios...it's far less discouraging to know you can start over from a different level after being defeated in fierce battle. The password option is a welcome feature too.

Iron Soldier's graphics, while not exactly eye-popping (they're polygon-filled), are pretty neat, mainly due to the fluid motion of your war machine and surrounding scenery. All of the enemy vehicles in the game move as if they were rotoscoped.

BREAKDOWN

GRAPHICS 7
Kinda like *Cybermorph* on steroids.
SOUND/MUSIC 7
It jams one minute and annoys you the next.
PLAYABILITY 8
Fix the control and you'll be hooked.

OVERALL RATING 7

COOL
VIDEO GAMES

EDITORS' RATINGS

CHRIS G. 8
You'll feel as if you're piloting your own real live mech. Lots to kill and the missions are a blast. Good simulation.

CHRIS B. 8
I really liked it—the robots feel huge! The missile-mounted camera is really cool. You can pilot the missile right to the target.

ATARI

PHONE

(800) GO ATARI

DEVELOPER

ECLIPSE SOFTWARE

SIZE

16

PLAYERS

1

Sound-wise, *IS* delivers the goods. The explosions sound devastating and at times, the music really cranks with thumping bass (so I'm

a bass freak, sue me!).

Although I'm jumping for joy now, I must admit that, initially, I was less than thrilled with *Iron Soldier*. My main gripe was the control, which seemed totally backwards. After visiting the options screen, however, I was able to reverse the up/down controls which made a world of difference and turned an otherwise irritating game into a really enjoyable one. I think you're gonna agree.

—Jim Loftus

STREET FIGHTER II TURBO



EDITORS' RATINGS

CHRIS G. 10

Sound, graphics, control are all perfect. This will sell 3DO units!

GABE 10

The best version of the game. Perfect in all aspects.

BETTY 9

It's just like playing the game in the arcade!



"Finish him"...with one of the game's new "Super" attacks.

"Street Fighter mania has come back with a vengeance."

Mortal Kombat II has had a big year, but *Street Fighter* mania has come back with a vengeance. The release of *Super Street Fighter II Turbo* for the 3DO is extremely significant. Faithful fighting-game fans know the basics of the game—the new moves, the new "super" attacks, the new boss character, Akuma—so I'll detail the specific reasons why I consider this to be the most important 3DO game to date:

- The complete introduction from the arcade version is intact, in glorious Q-Sound; even the little Q-Sound blurb with the scary piano music is here.
- After the title screen appears, the only delay for disk access is a barely noticeable seven-second pause prior to each battle.
- The characters are approximately 12% bigger on the screen than in *Super Street Fighter II* on the Super NES.
- The black bars on the top and bottom of the screen are gone, resulting in a full-screen image that's 15% larger than that of *SSFII* on the Super NES.
- The dreaded Panasonic three-button controllers really don't do the game justice; not because of the button configuration, but because it's tough to whip out fireballs with the super-stiff D-pad. Fortunately, the game's instruction manual offers a funky six-button pad for about \$30, and 3DO owners will want two of 'em when they see the tremendous differ-

BREAKDOWN

GRAPHICS 9

Big and beautiful, just like the arcade.

SOUND/MUSIC 9

Crisp and resonant, just like the arcade.

PLAYABILITY 9

With the 6-button pad, it's just like the arcade!

OVERALL RATING **9** **EXCELLENT**
VIDEO GAMES

ence it makes in playing this game and others (like *Samurai Shodown* and, yes, even *Way of the Warrior*).

- The resolution and number of colors on the screen are so unbelievably close to the arcade version that most players will find it hard to tell the difference.
- The music throughout the game plays directly from the spinning CD, which guarantees amazingly clear audio; some will swear that the music is even better than in the arcade.
- The character animation is as smooth as in the arcade, and there's no slowdown or flicker, even when the screen is scrolling with projectiles in mid-air.
- Here's one for the pickiest of *Street Fighter* fans: At long last, Dhalsim's stage has all six elephants in the background.

Last but not least, this is the only version of *Super Street Fighter II Turbo* made for the home. After all the sneaky stuff that went down with the Genesis versions of *Street Fighter II*, it's amazing that the latest—and best—arcade revision is only available on the struggling 3DO platform.

Well, as soon as the good news about this game reaches the ears of players around the world, the 3DO will struggle no more. Even if you're fed up with fighting games and you've had your fill of *Street Fighter II*, you should still check out this game at the earliest opportunity. You won't believe how good it is.

—Chris Bieniek

DEMOLITION MAN

The dynamics of this game are amazing. Gameplay ranges from shooting galleries to fighting sequences to *Doom*-like labyrinths to car chase scenes. You'll appreciate the variety, and the way in which it is incorporated with the movie's story line.

You play as John Spartan, better known as "Demolition Man," called upon by the Los Angeles Police Department to capture Simon Phoenix, or Wesley Snipes with bleached hair as murderer extraordinaire.

The graphics will surely impress you. SGI-rendered backgrounds combined with actual footage from the movie—you'll flip when you see it. I hear that Virgin shot footage of Stallone and Snipes during the actual filming of the movie. Well, whatever they did, they did right. The game closely follows the action of the movie but doesn't interfere with the playability. It doesn't involve a lot of crappy full-motion video that only succeeds in annoying you. And the FMV that *is* in the game looks real, not grainy.

Let me tell you, *Demolition Man* is just about everything you could ever want from a video game. The excitement will pop your top. A whole heck of a lot of action, Sylvester Stallone in tight black pants (please believe me when I say I'm kidding), and one of the best experiences in video game sound ever.

But it's still got its problems. Whatever you do, don't use the 3DO controller during the shooting gallery scenes. The Capcom six-button controller works well, and the 3DO gun even better. With the right controller, the shooting is a lot of fun. But nothing really seems to help the fighting sequences. The additional gameplay is a good idea, but a fighting game it is not. Sly is difficult to control, and he just doesn't have a lot of moves. And the car in the car chase scenes doesn't go very fast. The manual says you can shoot at Phoenix, but I couldn't shoot. The best parts are in the shooting galleries and in the labyrinths.

Otherwise, *Demolition Man* is a game you'd want to own for your 3DO.

—Betty Hallock



Sly says, "You suck."

EDITORS' RATINGS

CHRIS B. **8**
I'm not a big fan of non-interactive FMV, but the cut scenes set up each stage perfectly. The fighting scenes are poor, but the shooting-gallery stuff rocks!

JIM **8**
No comatose FMV here, just cool digitized characters you actually get to control!



Virgin
INTERACTIVE entertainment

PHONE
(714) 833-8710

DEVELOPER
VIRGIN

SIZE
CD

PLAYERS
1



BREAKDOWN

GRAPHICS **9**
SGI-rendered backgrounds and FMV.

SOUND/MUSIC **9**
Q-Sound and Tommy Tallarico.

PLAYABILITY **6**
Try it with anything but the 3DO controller.

OVERALL RATING

GREAT
8
VIDEO GAMES



**"Astonishing
—better than the
movie."**

SAMURAI SHODOWN

BREAKDOWN ▼

GRAPHICS

Great animations, smooth characters.

9

SOUND/MUSIC

Slicing and dicing in painful stereo.

9

PLAYABILITY

The load time slows the momentum of each fight.

6

OVERALL RATING ►

GREAT

8

VIDEO GAMES

You know the game. You've played it in the arcade countless times and most recently on the Super NES and Genesis systems. The Super NES version lacked large characters (they were absolutely tiny), and the Genesis version lacked scrolling effects (none of that in/out action). But wait until you see *Samurai Shodown* for the 3DO!!!

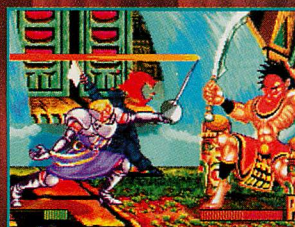
The graphics are arcade quality. The characters look good—they're big! The backgrounds are spectacular—waterfalls, deserts, skull-filled caves...you've seen them. The zoom in/out is there. You won't be disappointed. The Neo-Geo version aside, you're not going to find any other version of the game comparable. The frame rate isn't as high as it could be (compare it to *Super Street Fighter 2 Turbo* for the 3DO), but it's more than sufficient.

The only problem with the game (and it's a big problem) is the speed. It's slow. Sometimes it lags. You can perform all the

moves for the characters that you can in the arcade: Nakoruru's Amube Yatoro or Earthquake's Fat Hound or Genan Shiranui's Poison Cloud Puff. It's just too bad you can't execute them with the same precision and velocity. It's also too bad that an adequate controller doesn't seem to exist. The original three-button 3DO controller just isn't going to cut it. The six-button Capcom controller just plain ol' hurts my thumb.

The option screen includes a difficulty setting that ranges from easy, normal and hard to arcade, a choice of blood or no blood, a choice of weapons or no weapons, a death match mode that eliminates the time limit, and an automatic save feature that saves up to five games. There's no doubt that this is a good version of *Samurai Shodown*. It's definitely worth buying as long as you've already got *Super Street Fighter II Turbo*.

—Betty Hallock



PHONE

(415) 473-4192

DEVELOPER

CRYSTAL DYNAMICS

SIZE

CD

PLAYERS

1 or 2

EDITORS' RATINGS ▼

GABE

Rocks like Black Sabbath!

9

CHRIS G.

That "Load" word is annoying! This 3DO port is the closest thing to the Neo-Geo version.

8

CHRIS B.

All the arcade features are here but the animation is a bit choppy.

7

Bad breath blow-out!

"Sweat will drip from your brow."

SHOCK WAVE

OPERATION JUMP GATE



BREAKDOWN ▼

GRAPHICS	9
Subtle improvements over <i>Shockwave</i> abound.	
SOUND/MUSIC	8
I like the cars that go boom.	
PLAYABILITY	7
Harder than your head.	

OVERALL RATING ▶

COOL

7
VIDEO GAMES



Shockwave for the 3DO. Now *that* was a game—one of the best ever for the system. It combined a really cool sci-fi plot (and awesome full-motion video) with white-knuckle flying action to create a fully integrated “interactive movie.” To put it simply, I loved it and wanted more!

Voila! A sequel is here! Joy! And it's actually an intelligent sequel, complete with mystery, intrigue, and plenty of hot, alien death. It's now the year 2026, seven years after the original alien invasion in *Shockwave*, and Earth is finally getting back on its feet. Unfortunately for us, probes show that the aliens are holed up on Mars, preparing another invasion. This time, though, we're gonna have to take the battle to them....

To play *Shockwave: Operation Jumpgate*, you'll need the original game because it acts as an engine for the missions on the disc. For those of you without the game, you're out of luck.

Shockwave was a great game, but has Electronic Arts been able to create a sequel that isn't a total rehash just to cash in on the first game's popularity? Let's just say they almost did *too* good a job setting this game apart from the original

The gameplay is the same: first-person cockpit view, beautiful flowing graphics, cool alien designs, etc. Yes, it's the same, but it's also different. The engine has been refined to the point of almost perfect smoothness. The aliens (which were kind of low on detail before) are now all painstakingly designed, and the alien landscapes...wow! Wait until you see some of the later levels and prepare to have your eyeballs peeled.

The game itself is superb, but there are some problems. It's too darn hard! I like a challenge, lord knows I do, but I don't like being frustrated, not on the first level, and especially not for *days on end*. I swear, it's that hard. Those aliens must be taking fertility drugs, because they reproduce like the world's going to end the day after tomorrow and they stick to you tighter than an NBA point guard.

That aside, I loved *Shockwave: Operation Jumpgate*. If you want a game you can play for weeks on end and you're itching to get hooked, go for it. It's your world. I still have a long way to go in the game and I'm enjoying every minute of it. (Every minute I'm playing and not screaming curses at the TV screen, that is.)

—Gabe Soria



PHONE

(415) 571-7171

DEVELOPER

EA

SIZE

CD

PLAYERS

1

EDITORS' RATINGS ▼

CHRIS G. 8
A great upgrade. Blasting new aliens is cool! However, I didn't find it as hard as Gabe.

CHRIS B. 8
Great first-person shooter. Okay, I'll buy a 3DO!

BETTY 7
Better than average sequel.

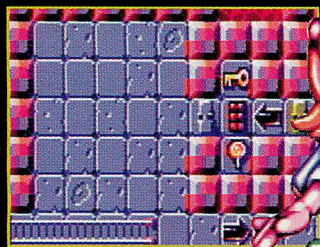


Shockwave is so cool you'll want to ditch school to play.



"To win you must kick alien butt!"

DIMO'S QUEST



I sat with *Dimo's Quest* for hours, because it's one of those puzzle games that peaks your frustration yet motivates you to continue to find solutions. You can feel the tension build inside your body as you wrangle through each level. You endure it because you like that triumphant rush of relief you feel when you finally complete a level. You find yourself compelled to continue playing.

I found it addictive in the same way that *Bomberman* or *Bubble Bobble* are addictive. I'm not saying that *Dimo's Quest* is quite as good or as fun a game. But there's that same sort of repetition in gameplay that becomes increasingly challenging and very stimulating. The gameplay in *Dimo's Quest* is a little broader in scope, and it's a game that doesn't play as quickly as *Bomberman* or *Bubble Bobble*. At times, it almost feels like an RPG.

In your search for candy, you have at your disposal rocks that serve as both weapons and building material, life preservers that maneuver you through water, fire extinguishers that save you from

lava, and ice skates that allow you to walk across ice. There are also switches that open doors or reveal hidden bridges, transport areas that take you to another point in the level, and speedways where you can catch a ride with a passing car.

Through the first couple of levels you're going to think, "This game is stupid." The puzzles are easy and seemingly pointless, at least initially. But each level becomes a more intricate maze that will soon have you committed to the game.

The game's one big flaw: Dimo. He's an obnoxious kid who shows up between each level and says the most annoying things in the strangest ways. He uses the word "dude" too much and he belches disgustingly. I hate him. Normally, a character that burps a lot would be appealing to me. But this one isn't. He's an ugly and stupid character. It's a good thing he doesn't look that way on the game screen.

Overall, this is one game worth owning if you've got the CD-i machine to play it.

—Betty Hallock

BREAKDOWN

GRAPHICS

Cute candy icons and lots of color.

SOUND/MUSIC

A pop soundtrack with good variety.

PLAYABILITY

Highly addictive and clever gameplay.

OVERALL RATING

GREAT
8
VIDEO GAMES

"Collect all the candy you have ever wanted."



PHILIPS
INTERACTIVE
MEDIA

PHONE

(800) 939-0017

DEVELOPER

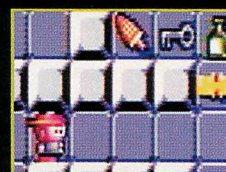
THE VISION FACTORY

SIZE

CD

PLAYERS

1



EDITORS' RATINGS

CHRIS G. 7
Cute puzzles and crisp graphics make a relaxing ride.

CHRIS B. 5
This is the kind of simple puzzle game I would have enjoyed on my old NES. The sound and graphics are superb but I expect more out of Philips after hot games like *Burn:Cycle*.

Clue



PHILIPS
INTERACTIVE
MEDIA

PHONE

(800) 939-0017

DEVELOPER

3T PRODUCTIONS

SIZE

CD

PLAYERS

1 TO 6

BREAKDOWN

GRAPHICS

Good use of FMV capabilities but lacked *oomph*.

7

SOUND/MUSIC

Great CD sound. I expected no less.

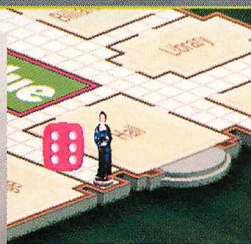
6

PLAYABILITY

I liked it better than the board game itself.

8

OVERALL RATING



EDITORS' RATINGS

GORE

Just like playing the board game but with real live actors.

7

GABE

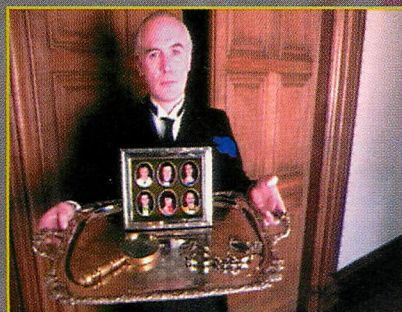
English twits get iced. I'm into it, are you?

7

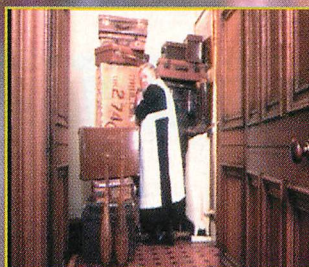
CHRIS B.

Philips should get one. (Just kidding, I didn't play this game.)

"BETTER THAN
THE BOARD
GAME ITSELF."



Mr. Green and Miss Scarlet get murderous.



It's a definite improvement over other versions of *Clue*, like the Super Nintendo or Genesis versions. Those animated sequences are amusing, but they just don't cut it. I'd go so far as to say that the CD-i version is more fun than the original board game. Parts of it are like watching a movie, and it looks like an alright movie. It's easy to play too.

The only thing that's better about the Super NES version of *Clue* is the way you can roll the die. You actually see a hand shaking then throwing the die. In the CD-i version, the die is just sort of floating. But the Super NES version also offers a difficulty setting; the CD-i version does not.

In *Clue* for CD-i, you choose from three different scenarios in which to play: The Hooded Madonna, Happy Ever After and Deadly Patent. Each scenario is narrated by The Butler. He's the one to whom you refer if you need a clue, would like to interview another player or want to make an accusation. And each scenario revolves around the murder of Mr. Boddy. Of course, you've got to find

out who did it, with which weapon, and in what room.

There should have been more scenarios though. They get old pretty quickly. The result isn't ever the same, but a lot of the clues are. So you see the same footage too many times. But another disc will soon be available with additional mysteries, so I guess Philips took care of that.

And although the full-motion video looks great, there could have been more action. It should have been bloodier and sexier. The actors are kind of boring, too. They do a good job, but Mr. Green could have been a bit more dashing and Miss Scarlet bit more enigmatic.

You'll come across a lot of empty drawers and broken glass. What is that? The clues are boring too. Why couldn't the game have been scarier? When dealing with a mystery or a murder, I want to see a lot of blood and maniacs.

Even if the game's kind of on the slow side, I thought it was fun overall. It's a game I'd want if I owned a CD-i machine.

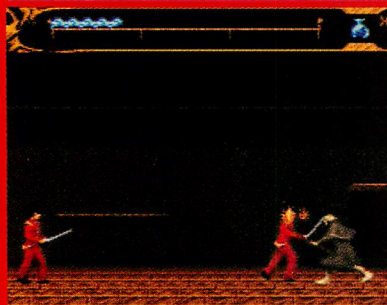
—Betty Hallock

CAPSULE REVIEWS

February 1995

SUPER NES

MARY SHELLEY'S FRANKENSTEIN • SONY • 1 PLAYER • 16 MEG



The movie was kind of a flop, but you can play it on your SNES anyway. *Mary Shelley's Frankenstein* is an average platform adventure which finds you taking on the role of the creature (yes, you get to play Robert De Niro) as he quests throughout Europe. The game itself feels like it was a rush job to capitalize on the film's release, with its good (but not very detailed) graphics, its lame sound effects, and its overall uninspired action. If you really dug the film, you'll be disappointed with the game because it takes away all the disgusting pleasure of the movie. Maybe they should have made a Make-A-Monster simulation.

BREAKDOWN

GRAPHICS	6
They're good, but not great.	
SOUND/MUSIC	6
Pretty good music, lame effects	
PLAYABILITY	4
The controls flat out suck.	

OVERALL
RATING

OKAY
5
VIDEO GAMES

SUPER NES

TIN STAR • NINTENDO • 1 PLAYER • 16 MEG



Alright! A new game which supports the Super Scope and is fun to boot! *Tin Star* is one of those rare games which combines an innocuous sense of humor with good gameplay and original graphics to make a fantastic game. Basically, you play Tin Star, robot sheriff, and your mission is to clean up the prairie as you progress through a ton of levels. The gameplay is challenging and entertaining, it's a treat to look at, it has great music and you can even play it with the SNES mouse. Overall, it's a darn tootin' unqualified success. Get this if you like shooting gallery stuff.

BREAKDOWN

GRAPHICS	8
The characters look like good cartoons.	
SOUND/MUSIC	7
Nice western music and great effects.	
PLAYABILITY	8
Addictive, to say the least.	

OVERALL
RATING

GREAT
8
VIDEO GAMES

SUPER NES

SPEED RACER • ACCOLADE • 1 PLAYER • 12 MEG



"Here he comes, here comes Speed Racer!" If this is your rallying cry, you'll be sure to know all about this game. It follows the adventures of Speed Racer and Racer X, both on the race track and while they're running around trying to halt mega-villains from screwing up the world. The racing stages are kind of dull. They're super long and very tedious until you start trying out your sawblades on opponents. The platform-style stages fare a little better, because you can be Racer X and prance around in his snazzy outfit and kick bad guys around. A weird combination of game types which only partly succeeds.

BREAKDOWN

GRAPHICS	5
The Mach 5 could've looked cooler.	
SOUND/MUSIC	6
Reproduces the theme song.	
PLAYABILITY	5
Nothing special whatsoever.	

OVERALL
RATING

OKAY
5
VIDEO GAMES

SUPER NES

BRUTAL • GAMETEK • 1 OR 2 PLAYERS • 16 MEG



If you've waiting with baited breath for *Brutal* to be released for the SNES, then wait no longer. It's here! Except for the animated sequences, it looks just like the original version, so it's a little less disappointing. You assume the role of one of the many animal fighters called to the Dalai Lama's island to beat the tar out of the rest of the animals. Fight as Kung-Fu Bunny, Tai Cheetah or Prince Leon (among others) and earn your black belt. *Brutal* introduces some innovative concepts into the glutted fighting games arena, but it's way too slow, even on the turbo setting. A shame really, because the concept is rad.

BREAKDOWN

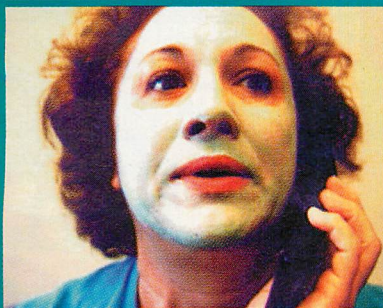
GRAPHICS	7
The animals are looking dapper.	
SOUND/MUSIC	7
Vicious sounding slaps.	
PLAYABILITY	5
Quite a few notches below SFII.	

OVERALL
RATING

GOOD
6
VIDEO GAMES

3DO

PLUMBERS DON'T WEAR TIES • KIRIN • 1 PLAYER • CD



Possibly the worst game ever to make its way into the VideoGames office—and that's really saying something. *Plumbers Don't Wear Ties* is an exercise in idiocy, in which you control the decisions of two boneheads named John and Jane and try to get them to go out, etc. No, there's not even some crappy full motion video: It's all stills. That's right, *still pictures* of the director's friends acting like goofballs and delivering bad voiceovers. Not even the promise of some naked pictures could save this disc from becoming a joke around here. Avoid this one at all costs. It looks like a bad Public Access show, and that's the pits.

BREAKDOWN

GRAPHICS	2
Like looking at someone's photo album.	
SOUND/MUSIC	1
Idiotic voiceovers and cheesy music.	
PLAYABILITY	0
No comment.	

OVERALL RATING

SUCKS
1
VIDEO GAMES

3DO

SPACE SHUTTLE • SOFTWARE TOOLWORKS • 1 PLAYER • CD



Here's a pretty odd entry into the 3DO arena, a game that's more like a computer CD-ROM reference disc than an all-out action affair. That considered, *Space Shuttle* isn't all that bad. In this multi-faceted game, you can get info about all the shuttle missions, train some astronauts, and even fly around in a satellite which shoots space debris with its lasers. Oooh. Unfortunately, you can't pilot the ill-fated *Challenger* mission or delve further into the history of NASA (it would've been cool to see some '60s footage of Apollo launches). A good buy for those of you who dig trivia.

BREAKDOWN

GRAPHICS	7
Very detailed and realistic.	
SOUND/MUSIC	6
Voiceover à la the Discovery channel	
PLAYABILITY	6
More for the armchair set.	

OVERALL RATING

GOOD
6
VIDEO GAMES

3DO

MATHEMAGICS • L3 INTERACTIVE • 1 PLAYER • CD



Mathemagics is one of those games that's really tough to criticize because it has such noble intentions. Anybody who dares to teach little kids math is a hero in my book. Basically, this is like a CD version of one of those cool PBS shows like *3-2-1 Contact*, in which an annoying host teaches you all sorts of crafty math tricks. He does a really good job at making math seem like a tool to hoodwink your peers with, so that's fun. The Interactive Learning Cube is your guide along the way, and it's a neat looking interface to boot. If you want to learn the right way to bet the ponies, this is the trick.

BREAKDOWN

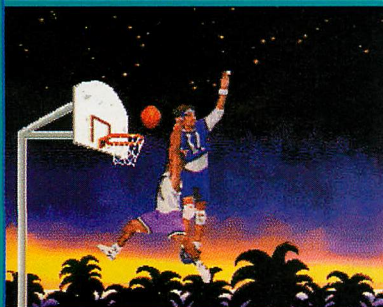
GRAPHICS	8
The Learning Cube looks deadly.	
SOUND/MUSIC	6
Wow! Nothing out of this world.	
PLAYABILITY	7
I became a Mathmagician. Get It?	

OVERALL RATING

COOL
7
VIDEO GAMES

3DO

JAMMIT • GTE • 1-2 PLAYERS • CD



Jammit is a very bizarre, but kind of playable basketball game for the 3DO. It's street B-ball, so you can do all sorts of nasty things to your opponent, as well as win tons of dough by betting on the games. You have your choice of three players, street-smart punks who say witty things like "Proper!" and "What?" when you select them. (It's too bad none of them say "Word!" but you can't have everything.) The controls are a bit iffy and if you've been weaned on *NBA Jam*, they're bound to be a disappointment. *Jammit* is one of those games you'll have to try out before buying because it's not for everyone.

BREAKDOWN

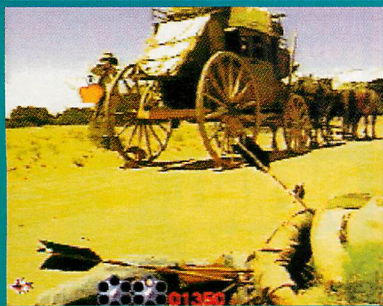
GRAPHICS	6
Disappointing character animation.	
SOUND/MUSIC	7
There are actually some decent beats.	
PLAYABILITY	6
Stiff controls take some getting used to.	

OVERALL RATING

GOOD
6
VIDEO GAMES

3DO

MAD DOG II • AMERICAN LASER GAMES • 1-2 PLAYERS • CD



There's not much point to this game unless you own the Gamegun, which allows you to get the feeling of actually holding cold steel (er, plastic) in your hand. This game is a sequel to the super-popular arcade game *Mad Dog McCree*, which was pretty fun. This time you're after some lost gold, with which you can buy some serious loot. Unfortunately, all the bad guys are after it too. The full motion video is pretty hokey, but in an enjoyable way, and it's pretty extensive, so there's a lot of bang for the buck. You might like it with the regular 3DO controller, but it doesn't reach its full potential until you've got that gun in your hand.

BREAKDOWN

GRAPHICS	7
Grainy FMV, but OK overall.	
SOUND/MUSIC	7
Get ready for a hoedown!	
PLAYABILITY	7
When you've got the gun, it's heaven!	

OVERALL RATING

COOL
7
VIDEO GAMES

THE DEATH AND RETURN OF SUPERMAN • SUNSOFT • 1 PLAYER • 16 MEG



Developer Blizzard Entertainment has done a fine job of converting its Super NES hit to the Genesis. It's basically a *Final Fight*-style beat-'em-up with five different types of Supermen from the comic series it's based on: Superman, the Eradicator, Superboy, Steel and the Cyborg. The sound effects are a bit scratchy, but they do deliver a nice, meaty sound when Supes punches and kicks the game's various mutant baddies. Shifting to the Genesis' more limited color palette actually seems to have brightened up the backgrounds a bit, though this just highlights the simplicity of the earlier stages.

BREAKDOWN

GRAPHICS

Big, colorful characters and backgrounds.

SOUND/MUSIC

Good beefy sound effects, decent tunes.

PLAYABILITY

Beats the first Genesis *Superman* game.

OVERALL RATING

GREAT 8 VIDEOGAMES

THE GREAT CIRCUS MYSTERY STARRING MICKEY & MINNIE MOUSE • CAPCOM



Not to say anything to discourage Capcom from publishing more Genesis games in the future, but it appears that the company's designers have a lot of catching up to do. Hey, if Konami can learn the Mega Drive/Genesis hardware, Capcom can too; unfortunately, this cart comes nowhere near the sweet colors and excellent playability of the Super NES version. The two-player action is still fun, but the backgrounds are very flat-looking and the game moves surprisingly slowly. Compare this to Sony's *Mickey Mania* (and keep in mind how the Genesis version of that game compared to the SNES) and you'll see what we mean.

BREAKDOWN

GRAPHICS

Come on, the Genesis can do more colors.

SOUND/MUSIC

Decent kiddie-type music, just OK.

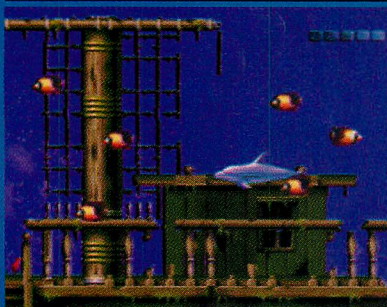
PLAYABILITY

Controls are fine, but is it *slow*!

OVERALL RATING

GOOD 6 VIDEOGAMES

ECCO: THE TIDES OF TIME • SEGA • 1 PLAYER • 16 MEG



This time Ecco has a little buddy named Trellia, a lovely dolphin from the future. Ecco can also morph into a shark or a seagull or a jellyfish. Forty levels of aquatic adventure. Ecco's got to save the Earth *again*. Ecco might not be a swashbuckler, but he gets the job done. He can turn his enemies into sea foam with his big snout (is that what it's called?) He'll save little lost orcas along the way too. It's a very relaxing game, not for those of you who are really fidgety and want to play fighting games all the time. Fans of the first *Ecco* game will want to check it out; the ring-jumping stages are cool indeed.

BREAKDOWN

GRAPHICS

Your aquarium should look like this.

SOUND/MUSIC

Bubbly and burbly.

PLAYABILITY

A good game with which to kick back.

OVERALL RATING

GREAT 8 VIDEOGAMES

MOTOCROSS CHAMPIONSHIP • SEGA • 16 MEG



Admittedly, the wildly scaling and zooming scenery of this motocross racing game can make you feel like you're airborne; at times it's a rush just not knowing what's beneath you when you jump over a ridge. Unfortunately, the excitement of the game's speed and visual appeal wear thin after a few dozen laps. The graphic elements on the sides of the track are extremely flat-looking and turn into giant pixel-happy blobs when you get near them, and the soundtrack is terrible. The music is more obnoxious than in most first-generation Genesis cartridges, pointing out what could be the 32X's biggest flaw.

BREAKDOWN

GRAPHICS

Decent animation and zooming effects.

SOUND/MUSIC

Yecch! Horrid, putrid.

PLAYABILITY

The *Road Rash*-style punching is useless.

OVERALL RATING

GOOD 6 VIDEOGAMES

CHECKERED FLAG • ATARI • 1 PLAYER • 16 MEG



Atari's original *Checkered Flag* was a way cool Lynx game that allowed a bunch of players to link up and race on a bunch of different courses with a bunch of different configuration options. The Jaguar version, on the other hand, is like a poor man's *Virtua Racing*, with big, blocky polygons and lousy control. Never mind pinpoint steering; it's just plain hard to stay on the track. It's nice that there are ten different tracks and six different viewpoints, but polygons are polygons, no matter what the camera angle. Some decent options, but the choppy animation and lack of multi-player support nearly kill this one.

BREAKDOWN

GRAPHICS

Big polygons, little detail, poor animation.

SOUND/MUSIC

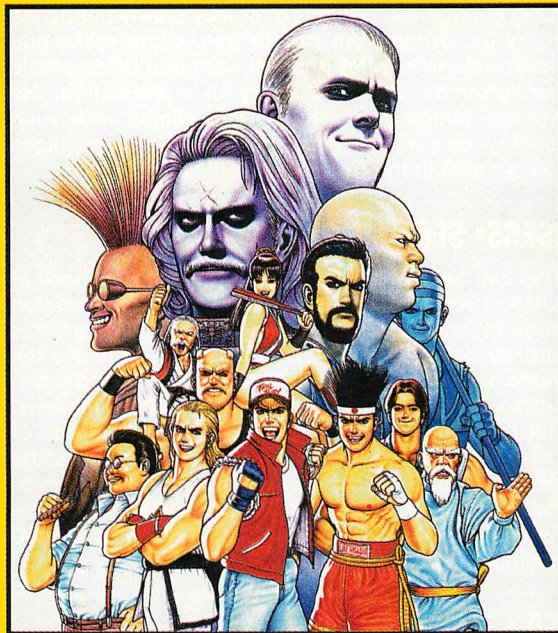
At least it sounds better than *Club Drive*.

PLAYABILITY

Very awkward handling and steering.

OVERALL RATING

GOOD 6 VIDEOGAMES



Sure we offer a variety
of more things BUT, it
doesn't matter cuz you're
still gonna get your
BUTT KICKED!

FATAL FURY SPECIAL



SEGA CD™

SNK



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CIRCLE #112 ON READER SERVICE CARD.

PITFALL: THE MAYAN ADVENTURE • ACTIVISION • 1 PLAYER • CD



A big ball of fun. No full-motion video anywhere in the game! The developers have pushed the Sega CD format to its highest capacity. Absolutely refreshing. A platform game that scrolls all over the place. You get to fight snakes, monkeys, huge mosquitoes, cheetahs, porcupines, all kinds of creepy crawly things. As Harry Jr., swing from tree to tree, climb rocks and scale waterfalls. A lot of detail went into those jungle backgrounds and into Harry Jr.'s animation. He swings, jumps, runs, ducks, and climbs with such alacrity. He's a very limber boy. Look for new stages that weren't in the cartridge versions.

BREAKDOWN

GRAPHICS

Pitfall Harry can really swing.

SOUND/MUSIC

Jungle boogie music & sound effects.

PLAYABILITY

Lots of jungle creatures to kill.

OVERALL RATING

EXCELLENT
9
VIDEO GAMES

MIGHTY MORPHIN POWER RANGERS • SEGA • 1 PLAYER • CD



This can hardly be called a game. It's a whole heck of a lot of footage from the *Power Rangers* television show in its first season. So any *Power Rangers* fan is already going to have seen a lot of this stuff. As the video moves along, the Power Rangers will find themselves confronted by a variety of Repulsa's minions. But the player doesn't have much control in any of these fight sequences. An icon will pop up on the screen, instructing the player to push the B button or the C button or Up on the D-pad, etc. The higher the difficulty setting, the faster the player's button-pushing response has to be.

BREAKDOWN

GRAPHICS

Actual footage from the TV show.

SOUND/MUSIC

Befitting a *Power Rangers* game.

PLAYABILITY

Pushing buttons is the only action.

OVERALL RATING

OKAY
5
VIDEO GAMES

ECCO: THE TIDES OF TIME • SEGA • 1 PLAYER • CD



Ecco: The Tides of Time, sequel to *Ecco the Dolphin* and a new adventure for Ecco fans. Ecco saved his family from the evil and enigmatic force known as the Vortex in the first game, *Ecco the Dolphin*. But the Vortex queen found her way back to Earth, spawning a new Vortex generation. Now a faster, stronger Ecco will save the world. New, improved Ecco can: Perform a 360° sonar blast, charge, double-charge, speed swim, flip and sing. Game features also include: map with songs, glyphs that hold clues and messages, pulsars, teleporting and morphing.

BREAKDOWN

GRAPHICS

Looks better than Club Med.

SOUND/MUSIC

Relaxing and soothing.

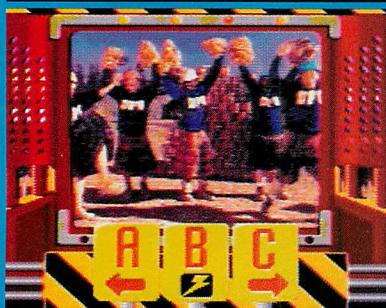
PLAYABILITY

Ecco is faster and deadlier.

OVERALL RATING

GREAT
8
VIDEO GAMES

KIDS ON SITE • DIGITAL PICTURES • 1 PLAYER • CD



A couple of yokels guide you through a junkyard where you get to destroy whatever you want using wrecking balls, bulldozers, steam rollers and cranes. Sounds sort of fun, doesn't it? But when it comes down to it, you're just pushing buttons. But then again, this is probably the closest you'll ever come to actually operating a wrecking ball. The actors are annoying, and the scenarios could have been more exciting. The junkyard gets boring pretty quickly. The cool thing about the game is all the noise. Lots of loud crunching and all that. It'll make you a happy chappy.

BREAKDOWN

GRAPHICS

FMV that's typically grainy.

SOUND/MUSIC

Lots of loud, crunchy noises.

PLAYABILITY

Very "interactive."

OVERALL RATING

GOOD
6
VIDEO GAMES

SHADOW OF THE BEAST II • PSYGNOSIS • 1 PLAYER • CD



A sequel to *Shadow of the Beast*, that creepy game you know and love. The evil Beast Mage Zelek has kidnapped your baby sister in order that she might be trained for the position of Beast Messenger. You find your way to Kara-Moon, Zelek's stronghold. You have to extract information from Kara-Moon's residents as well as watch out for Zelek's minions and the traps they've laid for you. Collect gold, weapons and food. The animated movie sequences are interesting and will give you clues. This is a game into which you can really sink your teeth.

BREAKDOWN

GRAPHICS

The animation is *Flashback*-style.

SOUND/MUSIC

Creepy music and sound effects.

PLAYABILITY

An involved game with lots of action.

OVERALL RATING

GREAT
8
VIDEO GAMES

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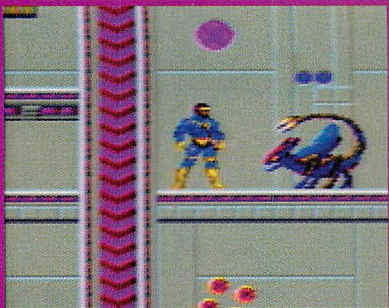
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X-MEN: GAMEMASTER'S LEGACY • SEGA • 1 PLAYER • 4 MEG

Another *X-Men* platform game for mutant freaks. You play as either Cyclops or Storm as you make your way through the Gamemaster's devious traps and such. *X-Men 2* is a bit dull compared to the comic. The mutants hardly ever use their powers, which makes no sense (you just do a lot of running around and punching), and the fact that you can only play as Storm or Cyclops is a drag. They're the most boring X-Men on the team. Rogue or Gambit would have been much more entertaining choices. This one's for hard-core fans only.

BREAKDOWN**GRAPHICS**

They're four-color fantastic.

SOUND/MUSIC

Yuck—hated the tinny punches.

PLAYABILITY

Just too darn repetitive.

OVERALL RATINGGOOD
6
VIDEO GAMES**FATAL FURY SPECIAL • TAKARA • 1-2 PLAYERS • 4 MEG**

If you own a Game Gear, then you must run, not walk, to your local games store to get this cart. It's incredible. Better than the Game Gear versions of *Samurai Shodown* and *Mortal Kombat II* combined. *Fatal Fury Special* combines killer gameplay (it's fast!), amazing graphics, and beautiful sound to make an instant classic. Most of the fighters from the original *Fatal Fury Special* are represented here, each has an extensive bag of tricks, and you can even link up with another player to play challenge matches. The next time you're on a plane, this game had better be in your backpack.

BREAKDOWN**GRAPHICS**

Detailed, colorful and smooth.

SOUND/MUSIC

A great score and killer sound effects.

PLAYABILITY

Quit school now and start playing.

OVERALL RATINGEXCELLENT
9
VIDEO GAMES**MONSTER TRUCK WARS • ACCLAIM • 1 PLAYER • 4 MEG**

If you're expecting to be able to fire missiles from the top of Bigfoot, you'll be disappointed, but if you like monster trucks, this one's for you. *Monster Truck Wars* is approved by the U.S.H.R.A. (United States Hot Rod Association) and it's a wisely given seal of approval. You race your monster truck on a variety of tracks across the nation, à la *Micro Machines* game. As you progress, you can buy souped-up stuff for your truck and embarrass the other drivers as you go air-jumping over junked cars. There's not a whole lot of variety, but it's fun nonetheless.

BREAKDOWN**GRAPHICS**

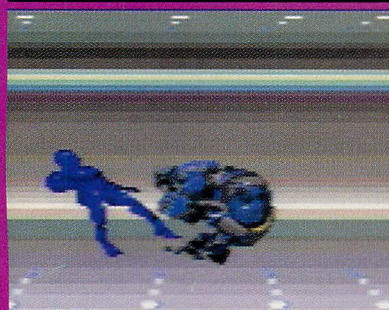
Simple, not too flashy, cute.

SOUND/MUSIC

Deep bass truck rumbling, but no beats.

PLAYABILITY

Great controls and quiet addiction.

OVERALL RATINGCOOL
7
VIDEO GAMES**RISE OF THE ROBOTS • TIME WARNER • 1 PLAYER • 4 MEG**

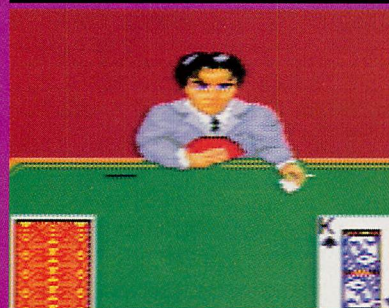
Rise of the Robots for the 16-bit systems was kind of a disappointment, so it's not surprising to find out that the Game Gear version is so-so. You are an Android whose mission is to fight against renegade robots. Basic fighting game structure here, but with special moves that are way too hard to execute; you'll find yourself kicking and punching repeatedly once you corner an opponent. The graphics are above average for the Game Gear and the design of the opponents is top-notch. If only there was gameplay to back it up. This one's for hard-core robot groupies only.

BREAKDOWN**GRAPHICS**

Movie-quality robot designs, OK animation.

SOUND/MUSIC

Brian May's music is dull.

PLAYABILITYEverything that *Fatal Fury* is not.**OVERALL RATING**OKAY
5
VIDEO GAMES**POKER FACE PAUL'S GIN • SEGA • 1 PLAYER • 2 MEG**

Perfect for those interminably long waits (cross-country drive, bus ride, welfare office, etc.) when you want to play something that doesn't require you to move your body much. If you don't know how to play gin, this game will quickly school you in its addictive properties. There are three different skill levels and all of the rules are authentic. At the beginning you'll get beaten by the lowest of the low, but as you move on up to Ming (the big gin man) you'll be playing faster and fierouser. *Poker Face Paul's Gin* is a great addition to the *Poker Face Paul* series. It'll make you want to hustle the kids at school for their milk money.

BREAKDOWN**GRAPHICS**

Those cards look real snazzy.

SOUND/MUSIC

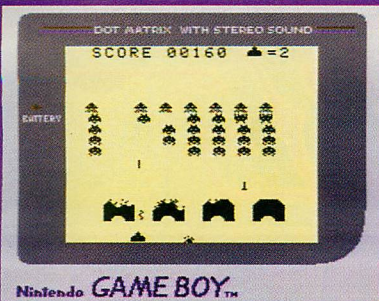
It's gin, not the top 40.

PLAYABILITY

You'll beg for more and more.

OVERALL RATINGGREAT
8
VIDEO GAMES

SPACE INVADERS • NINTENDO • 1 OR 2 PLAYERS • 2 MEG



This will take you back a few years. Loads of fun, *Space Invaders* is a game well-suited for the Game Boy. Simple, but intriguing enough to offer hours of playability. The music effect is an effective suspense-instilling instrument, and the compressed-air sound effects will bring back fond memories. Best played on the Super Game Boy, where you have an extra option called "Arcade Space Invaders"; it's actually a full-featured one-meg Super NES game that's stored on the same cartridge as the one-meg Game Boy version. Great use of the hardware, and a classic game on any system.

BREAKDOWN

GRAPHICS

It looks just the way you remember it.

SOUND/MUSIC

When the music speeds up, it's scary.

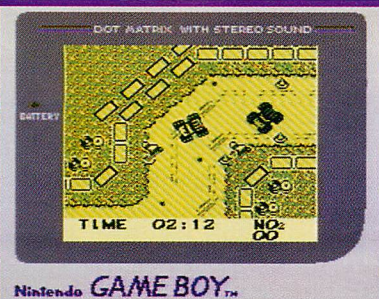
PLAYABILITY

It's very addictive. A ton-o-fun.

OVERALL RATING

GREAT
8
VIDEO GAMES

MONSTER TRUCK WARS • ACCLAIM • 1 PLAYER • 1 MEG



Twenty different United States Hot Rod Association circuits that span America. Six monster trucks to choose from: Carolina Crusher, Grave Digger, Invader, Taurus, Predator and Equalizer. So the trucks don't look much different from cars; it's still a fun racing game. Plenty of smashing and bashing if you can keep up with the other monster trucks. Power-ups include: money, automatic bursts of speed, Nitro Burst Barrels for extra speed (the release of which you control), and repairs. To win, you've got to compete in all 20 races and be the best overall.

BREAKDOWN

GRAPHICS

The trucks don't look like trucks.

SOUND/MUSIC

Acceleration sounds like a blow-dryer.

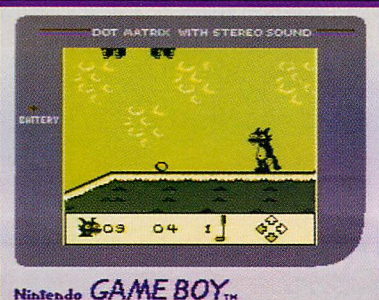
PLAYABILITY

The controls are pretty beefy.

OVERALL RATING

COOL
7
VIDEO GAMES

ITCHY & SCRATCHY'S MINIATURE GOLF MADNESS • ACCLAIM • 1 PLAYER



You'll never know just how fun miniature golf can be until you play this *Itchy and Scratchy* game. The unique gameplay sets it apart from other platform games. You play as Scratchy, who's trapped in a miniature golf park. Itchy's after Scratchy, equipped with chainsaws, electric cattle prods and flame throwers. You've got to maneuver your golf ball through each level. And watch out for all those little golf ball traps. You'll see plenty of innovative miniature golf contraptions. You get a golf game and an action game all in one.

BREAKDOWN

GRAPHICS

Graphics that live up to the show.

SOUND/MUSIC

Dig that.

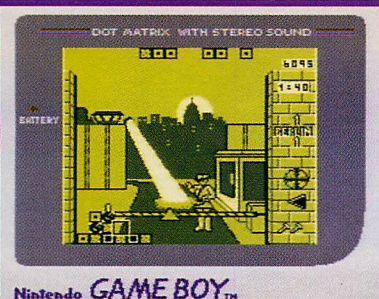
PLAYABILITY

Ooh yeah.

OVERALL RATING

EXCELLENT
9
VIDEO GAMES

BREAKTHRU • SPECTRUM HOLOBYTE • 1 OR 2 PLAYERS • 1 MEG



An entertaining puzzle game. The object of the game is to break down a wall that fills up the entire screen. The wall is made of different types of little squares that you have to get rid of a little bit at a time. As you empty the screen, you'll see a picture forming in the background. The pictures are cool, because they're pictures of different places from all over the world. Basically, it's another *Tetris* variation, but different. Because the Game Boy is void of color, it's difficult to distinguish one square from another, which is important. You can only get rid of squares when one square is next to another of the same kind.

BREAKDOWN

GRAPHICS

Picturesque scenes of foreign places.

SOUND/MUSIC

Carnavalesque, happy music.

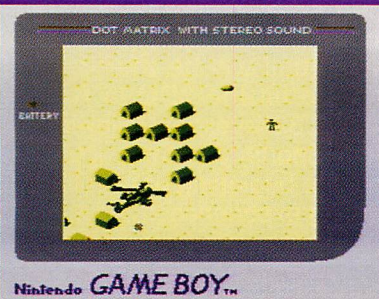
PLAYABILITY

A fine challenge. Not as easy as *Tetris*.

OVERALL RATING

COOL
7
VIDEO GAMES

DESERT STRIKE: RETURN TO THE GULF • T.H.Q. • 1 PLAYER • 2 MEG



A lot of detail went into this game. A little tiny helicopter and little tiny people and little tiny tanks and little tiny bunkers. You get the picture. Basically, you fly around in an AH-64 Super Apache Gunship, wielding Chain Guns, H-fire Missiles and Hydra Rockets in an attempt to stop General Kilbaba from blowing up the entire planet. You have to complete several missions, like rescuing prisoners of war. Your helicopter drops a ladder and the little people climb up. It's all very cute. Especially for a war sim game. You'll have fun flying around in the helicopter.

BREAKDOWN

GRAPHICS

You'll appreciate the attention to detail.

SOUND/MUSIC

As good as it gets for the Game Boy.

PLAYABILITY

It's fun picking up prisoners of war.

OVERALL RATING

COOL
7
VIDEO GAMES

SPORTSWIRE

32-BIT BASKETBALL AND BASEBALL ARRIVE!

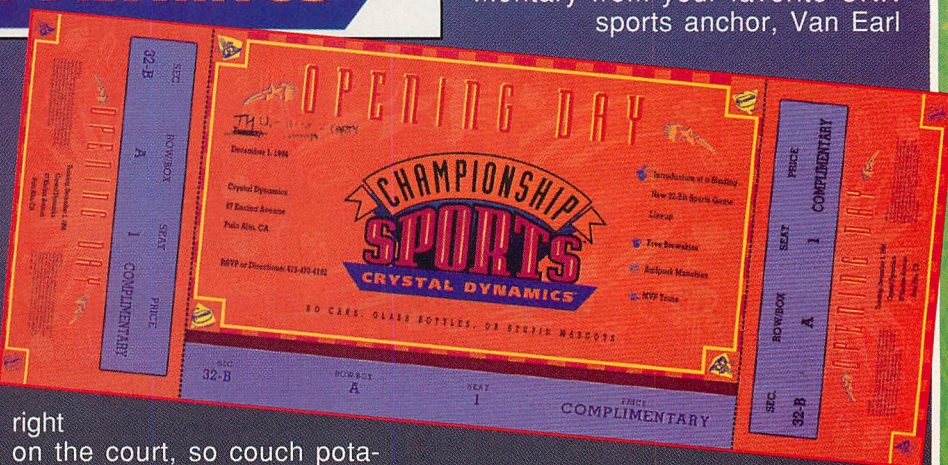


moves mimicked by the computer. There are a variety of camera perspectives to choose from. Play in one of four 3-D baseball stadiums which are designed to be the ultimate playing field. (Hey, the best feature yet is a roster of virtual players that don't strike.)

Each of the Crystal Dynamics Championship Sports titles will feature stats with player, team, game and season numbers to obsess and argue over. Championship Sports titles will also contain colorful commentary from your favorite CNN sports anchor, Van Earl

The armies in the 32-bit platform wars are now taking position. While gamers decide which system is worth their hard-earned cash, the game development goes on. Crystal Dynamics has positioned itself as a leading developer of 32-bit games. The company's hits on the 3DO have received wide praise, including hot titles like *Off-World Interceptor* and *Total Eclipse*. No game company's line-up would be complete without the addition of sports titles, so Crystal D has announced some hot 32-bit sports games that it says will be published on the "three major platforms in '95," specifically, 3DO, Sega Saturn and Sony PlayStation. Two hot sports titles will be introduced under the Championship Sports banner, and you can bet they'll use all the power of these new systems.

First up is an unnamed basketball game featuring players that are 50% as tall as the TV screen. The action is five-on-five with roto-scoped sky hooks, no-look passes, play calling and multiple monster slams. The camera perspective is



right on the court, so couch potatoes may think twice about picking up a controller. The sound will also feature CD-quality effects with shoe squeaks, stereo music, hot dog vendors and stadium crowd noises. Some major talent from the NBA is involved but specific players were not announced.

The baseball title looks incredibly hot with 3-D polygon-based players and the most realistic moves in sports that I've ever seen. This title uses what Crystal Dynamics calls "Real Motion Control™" technology. (Yes, it's officially trademarked.) Actual players are photographed and their

Wright. (Y'know, the guy with the hair.)

While game magazines in attendance were allowed to see the games, no pictures were available due to "very sensitive negotiations with our partners in licensing." Suffice it to say that you have never seen a baseball game that looks and moves quite like this. Basketball will be the first of the titles to hit the 3DO in April with Sega's 32X version following soon after. Sports fans take note, this is only the beginning of the ultimate in gaming experiences.

—Chris Gore

RUGBY WORLD CUP 1995

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- Substitutions
- Team Construction
- ✓ League Construction
- Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- 1 ✓ 2 ✓ 3 ✓ 4 5
- Players



PHONE

(415) 571-7171

DEVELOPER

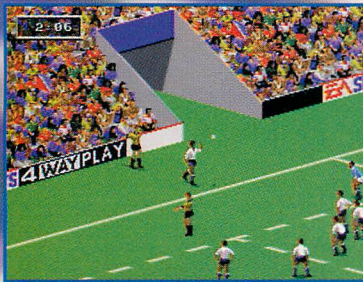
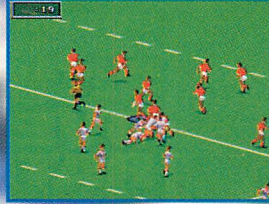
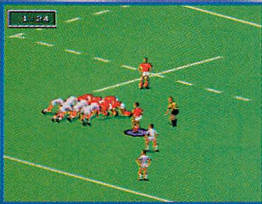
EXTENDED PLAY

SIZE

16 MEG

PLAYERS

1 TO 4



If you didn't know that the Rugby World Cup will be played in South Africa this year don't feel bad; I had no idea. EA is out to change all that with its new Rugby cart for the Genesis, developed by the same team responsible for *FIFA Soccer*.

The sport of Rugby is sort of a cross between soccer and wrestling. Like American football, the goal is to get the ball into the opposition's end-zone (called the in-goal here) or kick it through the goal posts. That's about where the similarity ends. Rugby is a non-stop action game where players advance the ball as far as they can while running downfield and then try to lateral the ball back to a teammate before the other team pounds them into the turf. If you're being tackled you can call a maul, in which you turn away from the defender to shield the ball and your teammates pile on top of you.

You can also advance the ball by dropping and kicking it on the first bounce. There are several different kick moves in *Rugby World Cup*, from the Up and Under,

which is a high kick nearly straight up in the air, to the Grubber where you can kick the ball past a defender, much like a soccer player would, and then pick it back up once you're in the clear.

The action takes place on a huge scrolling pitch at an angle similar to *FIFA Soccer*. The player art is some of the most realistic ever seen on the Genesis and features an incredible amount of detailed animation. Players bend at the waist to scoop up the loose ball, stagger when breaking tackles, and knock themselves silly when they run into the goal posts! The only downside is that it's sometimes hard to tell where the ball is when a group of players get bunched together.

It takes some careful studying of the manual to grasp the finer points of the game and be successful in the League and World Cup modes, but if you're ready to try something new you're gonna find that *Rugby World Cup '95* is a total blast. South Africa, here we come!

—Jeffrey Tschiltzsch

EDITORS' RATINGS

CHRIS B. 9
Perfect for the FIFA engine. Learn to play this game.

CHRIS G. 9
I've never even seen a rugby game and I was hooked!

GABE 9
Rugby is about violence. Screw tennis; smear all in sight!

BREAKDOWN

GRAPHICS 9
Cool scoreboard animations after you score.
SOUND/MUSIC 7
Realistic chanting crowd gets into the game!
PLAYABILITY 8
Some kicking moves are awkward to pull off.

OVERALL RATING

GREAT 8
VIDEO GAMES

"DON'T KNOW
ANYTHING ABOUT
RUGBY? EA SPORTS
CAN TEACH YOU."

Score a quick three points by bouncing the ball and kicking it through the uprights!

QUARTERBACK

CLUB



PHONE

(516) 624-8888

DEVELOPER

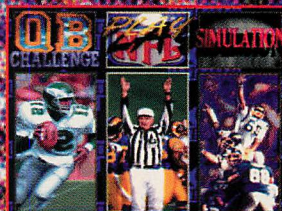
IGUANA

SIZE

24 MEG

PLAYERS

1 TO 5



BREAKDOWN ▼

GRAPHICS

8

Graphics are cartoony, but with great animation.

SOUND/MUSIC

8

Dramatic theme music, great sound effects.

PLAYABILITY

8

Excellent playcalling screen and spot-on controls.

OVERALL RATING ►

GREAT

8

VIDEO GAMES

Aclaim/LJN's *NFL Quarterback Club* is unlike most other football carts you've probably seen. Sure, it has all the normal football video game options you would expect, such as exhibition, playoff and full season modes, and even an option to play the Pro-Bowl in Hawaii!

But what makes *QB Club* unique is its Quarterback Challenge mode. The game features 19 quarterbacks, from Aikman to Young, complete with digitized pictures and biographies. Select your favorite and put him through his paces in four different skills events: Passing Accuracy, Speed & Mobility, Passing Distance and Read & Recognition. The passing events involve lining up a moving cursor with different targets, or rapidly pressing the **A** and **B** buttons in a set amount of time for the Distance Challenge. The Speed & Mobility event is sort of like a Quarterback steeplechase, where you must quickly maneuver the QB around an obstacle course, ducking and jumping over bars and finally throwing the football at a bull's-eye target.

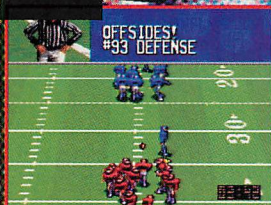
While the translation from television event to video game isn't exactly revolu-

tionary, the QB Challenge is a fun addition for a couple of reasons. First, you can play against five of your friends if you have a multi-tap adapter (although everyone takes turns, so it could have been programmed to use a single controller). The second addresses the fact that not everyone's favorite QB is in the game. For instance, I was initially disappointed that Stan "Diego" Humphries was not in the game. With the Custom QB option, however, I was able to create a reasonable Stan facsimile (blue & gold uniform, #12, etc.) whose player attributes were determined by my performance in the QB Challenge. The more I played the Challenge with my custom QB, the better he got. Later, when he was good enough, I was able to "import" him into the Chargers' lineup during pre-season games. The game's battery backup is able to store up to five different quarterbacks.

Combine all this with a "Crunch-Time" simulator that lets you relive famous game-breaking moments in NFL history and you have a cartridge that's sure to please nearly every football fan!

—Jeffrey Tschiltsch

"The Quarterback Challenge option sets this game apart from other football carts."



EDITORS' RATINGS ▼

CHRIS G.

9

An incredible arcade action football game.

CHRIS B.

8

I love the "Custom QB" option, but the normal game isn't quite up to *Madden* standards. However, *Madden* doesn't have the QB Challenge, so this one's worth checking out.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5



Don't throw to a receiver when his indicator is red or you'll be picked off for sure!

QUARTERBACK

GENESIS



CLUB

Aclaim
entertainment, inc.

PHONE

(516) 624-8888

DEVELOPER

IGUANA

SIZE

24 MEG

PLAYERS

1 TO 5



Select the "No Huddle" option and use audibles to move quickly down the field.



BREAKDOWN

GRAPHICS

Slightly smaller players than in the SNES version.

SOUND/MUSIC

Foot-stomping crowd gets into the game!

PLAYABILITY

Adjustable skill levels keep the challenge high.

OVERALL RATING

8
GREAT
VIDEO GAMES



The Genesis version of *NFL Quarterback Club* is a near carbon-copy of the SNES game, a real tribute to the programming staff at Iguana Entertainment. Granted, the digitized quarterback pictures suffer from the Genesis' limited color palette, but for the most part, the game graphics are about the same, with colorful team uniforms, detailed stadium backgrounds and excellent animation.

QB Club features one of the better playcalling screens around. You first select from Short, Medium, Long or Special yardage situations and then pick your formation. Each formation has four or five plays to choose from on both offense and defense. On offense you'll also find Quarterback Signature plays, which showcase your QB's particular strengths and playing style. From the Pause screen, you can make quarterback substitutions—either selecting the second-string QB or importing any of your custom quarterbacks—and customize all your audible plays.

The player response to the controls is very good and, if you follow your blockers and use a few spins and "juke" moves, you can gain big yardage on running plays. *QB Club* uses arrows labeled

with A, B or C to identify receivers. The color of the arrow indicates how open a receiver is; yellow or green indicates partially or wide open players, but if the arrow is red then the receiver is tightly covered. The color scheme is a neat feature but also necessary, since the game has a limited view down field and most receivers are off the screen before you throw to them.

Like the SNES version, the game supports up to five players (with a Team Player Adapter) and is highly customizable. You can select from six different weather options, natural or artificial turf, quarter lengths from one to fifteen minutes and which team has the home field advantage.

Quarterback Club also includes a Simulation mode, where you can select from 30 different high-pressure situations, such as the infamous Houston playoff loss where the Bills came back from a 35-3 deficit in the 3rd quarter. The only real disappointment with the cart is that there are no "real" players except the 19 showcased quarterbacks. With all of its different play modes, though, *Quarterback Club* has plenty to keep football fans busy from now until next season.

—Jeffrey Tschiltsch

"A near carbon copy of the SNES cart."



EDITORS' RATINGS

GABE

9

Finally! A football game that even I will play. This game should be on your list.

CHRIS B.

8

Hmm...it's good, but there are at least a half-dozen Genesis football carts that are better. (Actually, *nine* of them, according to Jeff.)



- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players

SUPER NES

GENESIS



Acclaim
ENTERTAINMENT, INC.

PHONE

(516) 624-8888

DEVELOPER

GREMLIN GRAPHICS

SIZE

16 MEG

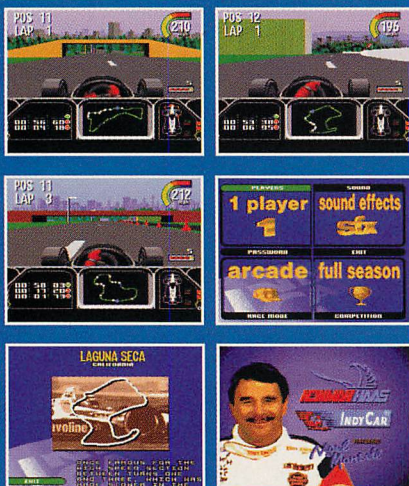
PLAYERS

1

GENESIS



Seeing your opponent's viewpoint is necessary in a two-player game, but try to avoid this option in a one-player race.



BREAKDOWN

GRAPHICS

More colorful on SNES, more realistic on Genesis.

SOUND/MUSIC

Turn the music off during the races.

PLAYABILITY

Rear-view mirrors are noticeably absent.

OVERALL RATING

COOL



EDITORS' RATINGS

CHRIS G.

Great for novice and pro alike.

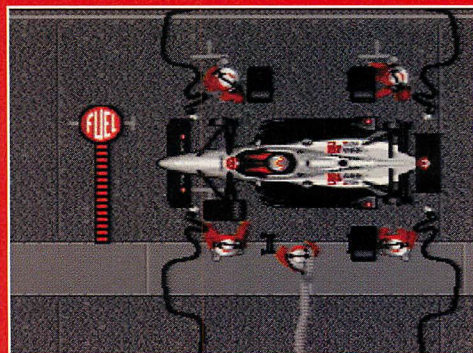
CHRIS B.

I like most of the racing games that Gremlin has done in the past—and this ranks as a decent effort—but it just doesn't have the innovation or sheer speed of something like Domark's *F-1*.

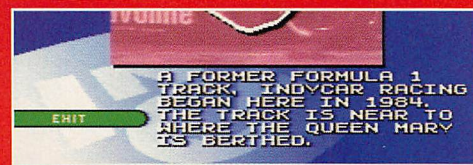
SUPER NES



Drive into the pits if you damage your car or run low on fuel.



It's better to enter the pits than to ignore them when driving a wrecked car.



Unlike Acclaim's *NFL Quarterback Club* cartridges, the Genesis and SNES versions of *Newman Haas IndyCar Racing* look quite different once you get past the menus. The SNES game looks like most of the early video racing games of the past, with the "banded" roadway scrolling underneath the cars to simulate speed. The Genesis version, on the other hand, has a more realistic road surface and features numerous scaling roadside objects, from buildings and signs to—of all things—cactuses at the Phoenix circuit!

Both games include similar setup screens that let you choose from single race or full season options. In either mode you have the option to take a few practice laps to get used to the course, qualify for your starting grid position, or start the actual race. If you skip qualifying you'll end up with the twelfth spot on the grid.

Practice laps are recommended before trying to qualify, however, as you'll need to know every twist and turn of the course to succeed. Some of this is due to the other competitive drivers you will encounter on the track, who will do anything to block your path, but the rest has to do with control, particularly in the SNES version. The

steering just doesn't feel as responsive as it should.

In Arcade mode you pretty much take the car the way it is, but if you switch to Simulation mode you can modify certain aspects of your car's setup, from changing the types of brakes and tires to adjusting the wings and camber.

There's a split-screen mode that can be used either in single player races (so you can see your computer opponent's viewpoint) or in two-player racing. The frame rate in the Genesis version seems to drop a bit in the split-screen mode, causing the control to feel slightly more sluggish.

The game's IndyCar license allows you to compete against your favorite real-life drivers on a variety of authentic road and oval IndyCar racetracks. While both games offer challenging action, the SNES version is the easier of the two, since it only slows you down if you crash into a roadside obstacle, instead of stopping you, as in the Genesis game.

—Jeffrey Tschiltisch

"The games look quite different once you're past the menus."

- ✓ Exhibition/Practice Mode
- ✓ Season/Circuit Mode
- ✓ Special/Arcade Mode
- ✓ Qualifying
- ✓ Vehicle Setup
- ✓ Pit Stops
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players

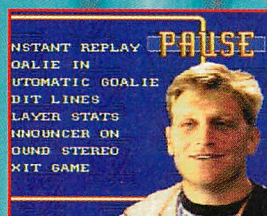
BRETT HULL HOCKEY '95

"A nice change of pace for hockey fans."

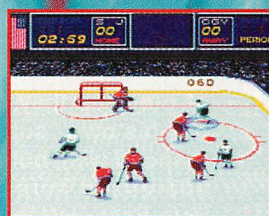
SUPER NES

GRAPHICS 7
Nice effects and cool scoreboard animations.
SOUND/MUSIC 7
Great crowd effects and good music at menus.
PLAYABILITY 7
More moves than the Genesis and tighter control.

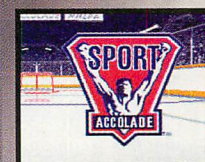
OVERALL RATING 7



SNES players can relive great shots via instant replay.



SUPER NES GENESIS



PHONE
(408) 985-1700
DEVELOPER
RADICAL ENT.
SIZE
16 MEG
PLAYERS
1 OR 2

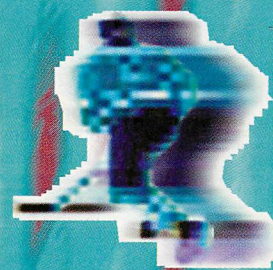
GENESIS

GRAPHICS 7
Clean graphics but choppy animation.
SOUND/MUSIC 6
Commentary is robotic and the crowd's dead.
PLAYABILITY 6
It's hard to get the guy you want on defense.

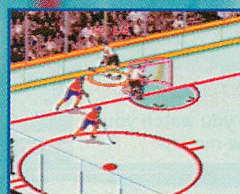
OVERALL RATING 6



GENESIS
✓ Exhibition/Practice Mode
✓ League/Season Mode
✓ Tournament Mode
✓ Substitutions
Team Construction
League Construction
✓ Battery Backup
✓ Password Backup
✓ Instant Replay
✓ Official License
✓ 1 ✓ 2 Players



The Genesis battery makes restoring your season much simpler than entering the lengthy SNES password.



While the SNES and Genesis versions of Accolade's *Brett Hull Hockey '95* were both developed by Radical Entertainment, each is quite different from the other. The most obvious difference is the graphical viewpoint. The SNES game is similar to EA's *NHL* games but the rink is tilted back so you can see a lot farther down the ice. Slick Mode-7 background effects keep you close to the action.

On the Genesis, the rink is seen from a three-quarter angle, somewhat like Accolade's *Pelé!* soccer games. The camera scrolls up and down the rink without any zooming effects. Both games feature well drawn graphics, but the Genesis' players seem a bit sharper, probably since there's no scaling going on. The SNES game, however, has smoother and much more detailed animation, including some great goalie glove saves.

Both games feature play-by-play commentary from sportscaster Al Michaels. Here the SNES has a clear advantage with its superior sound chip; Al's voice sounds quite natural and he strings phrases together smoothly. While most players are simply referred to by number,

Michaels "knows" the goalie names so you'll hear phrases such as "Hrudey blocks the shot with ease!" and if you play St. Louis you'll no doubt hear "Brett Hull scores!"

Unfortunately for Genesis owners, the speech for the game is poorly sampled, containing a fair amount of static, and the play-by-play sounds are more mechanical than the SNES. The controls for the Genesis version are also much stiffer than the SNES and, since there's no six-button support, not all the same moves are available.

Both games feature some great options, such as being able to adjust each team's emphasis on certain attributes such as skating, shooting, aggression, and so on. Goalie control can be either manual or automatic and you can edit your team's lines any way you choose. The NHLPA license allows for over 600 real players and detailed stats from the '93-'94 season. While neither version of *Brett Hull* is in the same league as EA's *NHL* series, hockey fans will no doubt find the different viewpoints and play-by-play a nice change of pace, especially on the SNES.

—Jeffrey Tschiltch

CHAVEZ II



PHONE

(203) 327-6545

DEVELOPER

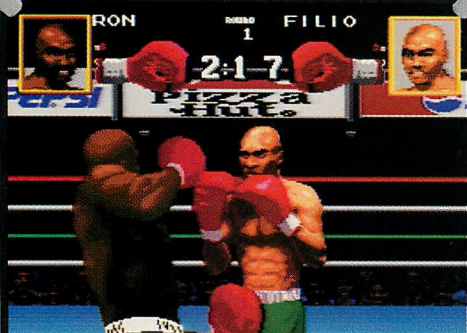
SCULPTURED

SIZE

16 MEG

PLAYERS

1 OR 2



3-D VIEWPOINT

As you fight, the ring moves around you and gives you a sense of added depth.



SUPER PUNCH

The Super Punch delivers a devastating blow, but also leaves you wide open to your opponent's attack.



INSTANT REPLAY

The instant replay lets you watch your knockout in slow-motion!

If these screen shots of *Chavez II* look familiar, they should; the game is basically the same as Electro Brain's earlier boxing game *Legends of the Ring*. This time, though, instead of famous fighters like Sugar Ray Leonard and Roberto Duran, the only recognizable fighter is Julio Cesar Chavez, who is probably the most beloved athlete in the whole of Mexico, thanks to his amazing 90-1-1 record.

Other than the pugilist names and the fact that the menus are all in Spanish, virtually nothing has changed since the game's previous incarnation. The same great 3-D viewpoint is used, featuring huge boxers that fill nearly the entire screen. Fighters have a wide variety of punches they can throw, from jabs to uppercuts, and each boxer has his own "super punch." The controls are quite easy to learn and respond well, but my biggest complaint with *Legends* still hasn't been addressed here: You can only move your boxer left or right in the ring, limiting the play to two dimensions.

As before, you can create your own boxer and work your way through the Career mode. After giving your fighter a name and choosing his haircut, skin tone and trunks color, you then can customize his punches by allocating a set number of "power beads" between seven different punches. Based on the type of boxer you started with, which can be either Street, Military, or Olympic, your base strength, stamina and "chin" can vary quite a bit. You can use your power beads either to increase an advantage or balance your fighter's skills. After each fight you are awarded two power beads for a win, one for a loss, which you can then allocate in the Training mode.

Chavez II is a fun boxing game, but it's a bit disappointing that the overall game hasn't changed at all since it first appeared as *Legends of the Ring* 18 months ago. Unless you're a huge fan of Julio Cesar Chavez, I'd recommend you track down a copy of *Legends* for its wider variety of famous boxers.

—Jeffrey Tschiltch

EDITORS' RATINGS

GABE 9
¡Viva Chavez! ¡Viva East Los!

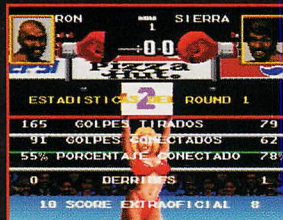
CHRIS B. 8
Me gusta mucho. Un juego divertido para los que les gusten el boxeo.

CHRIS G. 8
Let me translate for you: This boxing game rocks!

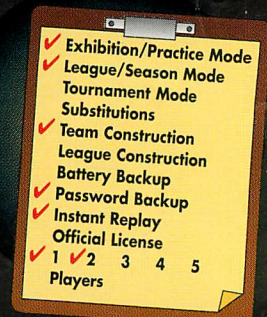
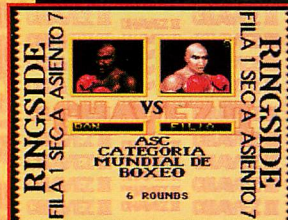
BREAKDOWN

GRAPHICS 7
Boxers' faces show realistic effects of a beating.
SOUND/MUSIC 7
Good effects and digitized speech in Spanish!
PLAYABILITY 7
Option screen lets you customize the controls.

OVERALL RATING 7



"...A NEAR-EXACT COPY OF LAST YEAR'S LEGENDS OF THE RING."



GP-1 PART 2

SUPER NES



ATLUS

PHONE
(714) 263-0582

DEVELOPER
ATLUS

SIZE
12 MEG

PLAYERS
1 OR 2

G P-1 Part 2, Atlus' sequel to my favorite SNES racer, looks a little like Namco's *Suzuka 8 Hours* but with far better animation and control.

The bikes lean smoothly into the turns and the track scaling conveys a good sense of speed. This is one of the few racing games I've played in which you can actually see a hairpin turn coming up and drive through it as you would in real life. Besides the general left/right steering, you can use the X button to give yourself some extra lean to get through tight corners.

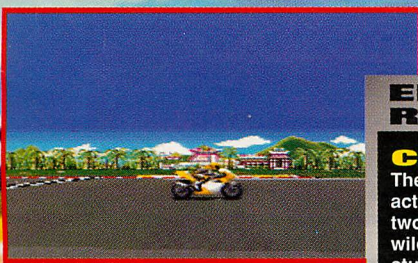
There are three ways to play: GP Race, Timed Attack and Vs. Battle. The Timed Attack is fun when you have friends over and want to see who can get around a specific course the fastest. Vs. Battle is just what you'd expect, a split-screen two-player game where

you do whatever it takes to beat your buddy to the finish line. In both of these modes there are no computer-controlled competitors on the track.

When you're ready to play by yourself, GP Race is a blast. Here you race against a field of 12 other bikers in competition for a slot on one of the teams. If you do well enough in the preliminary U.S. races, you'll get to go on to the World Grand Prix. Now things get real interesting; before each race you will be challenged by a "rival," and if you beat him you'll win extra "points" that can be used to tune up your cycle after the race. You also get points depending on where you finish the race, but if you lose to your rival you also lose those points! As you get better, so do your rivals, which continues to increase the challenge. If you do well, a pretty fan might ask you to autograph her shirt!

The only problem with the GP Race mode is the HUGE 34-character password you get at the end of each race. Even without a battery, though, *GP-1 Part 2* is an excellent sequel and a must for SNES racing fans.

—Jeffrey Tschiltch



BREAKDOWN

GRAPHICS

8 Smooth scaling & rotation, but no roadside objects.

SOUND/MUSIC

7 Great sound effects but the music gets repetitive.

PLAYABILITY

9 Superb control and challenging gameplay!

OVERALL RATING

GREAT

8

VIDEO GAMES

EDITORS' RATINGS

CHRIS B. 8

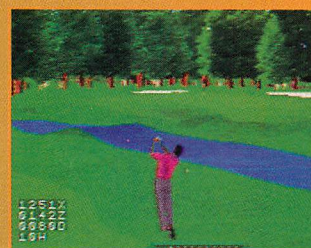
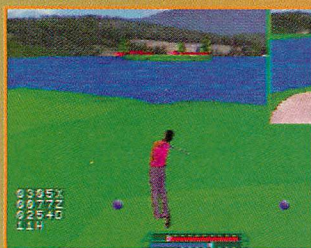
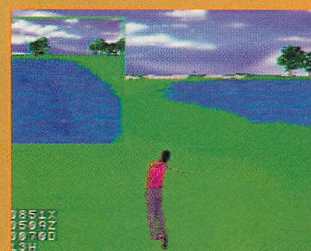
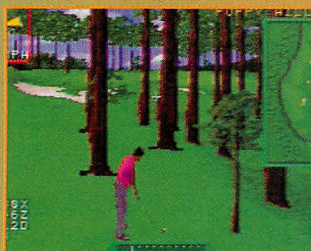
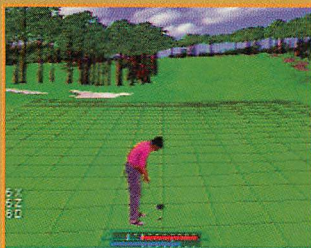
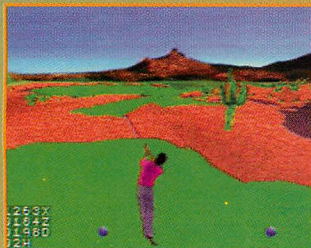
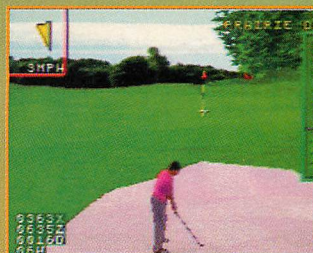
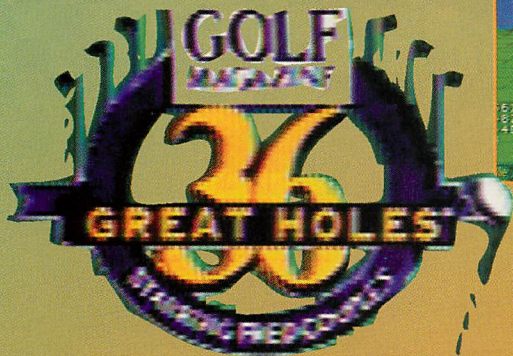
The controls are great and the action is fast and furious. The two-player mode looks really wild, with all kinds of Mode 7 stuff swirling around.

CHRIS G. 8

Awesome SNES animation; cool sim feel. Great!

"One of the most realistic-controlling racing games ever!"

- ✓ Exhibition/Practice Mode
- ✓ Season/Circuit Mode
- ✓ Special/Arcade Mode
- ✓ Qualifying
- ✓ Vehicle Setup
- ✓ Pit Stops
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5
- Players



Aside from the smooth animation of the golfer's swing, the power of the 32X is barely noticeable.

With the possible exception of the Jaguar, nearly every video game system in the history of the world has had a golf game available during its first year on the shelf. Don't ask me to explain why; it's just one of those unwritten laws of the gaming industry. Sega's 32X has already been blessed with the other necessary game genres—fighting games and shoot-'em-ups—so the next logical step seemed to be a golf sim. To make it stand out from the crowd, it's been given one of the longest game names ever: *Golf Magazine Presents 36 Great Holes Starring Fred Couples*. Try saying that mouthful ten times fast!

First, the basics. Options include Skins Game, Medal or Match Play, Exhibition or Tournament play, and there are dozens of male and female golfers to choose from, including "Boom Boom" Couples himself. Up to four players can compete by sharing control pads; no multi-player adapter is necessary.

The controls are fairly straightforward, offering power and aiming bars not unlike 95% of the golf simulations that have been released since *Leaderboard* in the mid-'80s. Club selection is a snap, and—as expected—Fred can give you some advice when you're in a pinch.

So how does the power of the 32X fit into the equation? First, the graphics. The digitized characters are a treat, and the animation of your golfer's swing is much more fluid and colorful than the Genesis alone is capable of. However, there are no flashy scaling or rotation effects that show off the details of each course; it's all relatively static. EA's PGA titles for the Genesis may have been criticized for the choppy animation in the "fly-bys", but at least they *tried*.

Fortunately, the soundtrack is a lot more ambitious. Couples himself welcomes you to the game in a resonant, static-free voice, and while there isn't much music to speak of, the game is filled with atmospheric sound effects, from the chirping of birds to the satisfying "clunk" of the ball as it rolls into the cup. The 32X audio may not compare to that of the Super NES, but it ain't no Game Gear, either.

With its plentiful options and simple controls, *Great Holes* has a lot to offer golfing fans, but its otherwise uninspired design and overall lazy pace won't have 32X owners jumping for joy at the marvels the new hardware offers them.

—Albert Walsh

EDITORS' RATINGS

CHRIS G. 9
The graphics are hot! A great golf simulation.

GABE 5
Things aren't looking good for the 32X. *Golf*?! What are they thinking? By the way, I'm really looking forward to the 32X Bridge game.

"...one of the longest game names ever..."

PHONE

(800) USA-SEGA

DEVELOPER

SEGA

SIZE

24 MEG

PLAYERS

1 TO 4

BREAKDOWN

GRAPHICS 7
Nice digitized faces and golfer animation.
SOUND/MUSIC 7
Best-sounding 32X game yet—for what it's worth.
PLAYABILITY 7
No points for originality, but it's easy to learn.

OVERALL RATING



GAME GEAR

PGA TOUR GOLF II • TIME WARNER • 1-4 PLAYERS • 4 MEG



Licensed from Electronic Arts, this sober and detailed golf sim plays like most other *Leaderboard* descendants, but offers a ton of options for variety. There's advice on how to play each hole of the game's six courses from such notables as Fred Couples and Fuzzy Zoeller, and their tips are surprisingly valuable. Negatives include the sound effects (the sound of the ball nestling into the cup is more like the tinkle of a magic wand) and the grid that shows the lie of the green: The low-res horizontal lines just blur into each other. But if you can live with the slow-drawing graphics, there's a lot of long-term play value here.

BREAKDOWN

GRAPHICS	7
Slow-drawing, but decent enough.	
SOUND/MUSIC	4
Sparse and unrealistic; little to speak of.	
PLAYABILITY	8
Patient players will be rewarded.	

OVERALL RATING



GAME GEAR

FRED COUPLES GOLF • SEGA • 1-4 PLAYERS • 4 MEG



The interface in *Fred Couples Golf* seems more sophisticated than that of the aforementioned *PGA Tour Golf II*—but that doesn't mean it's better. There are no delays in rendering the fairway for each shot, but the terrain is flatter-looking. It has a cool close-up of the hole when you sink a putt, but it has only three courses. The sound effects and music are great, but the caddies' advice is nearly useless. Best feature: the super-cool topographical map of the green when you're setting up a putt. It looks like a funky X-ray. The crammed stat screens and menus can be a turnoff; otherwise, this is a well-produced, option-filled cart.

BREAKDOWN

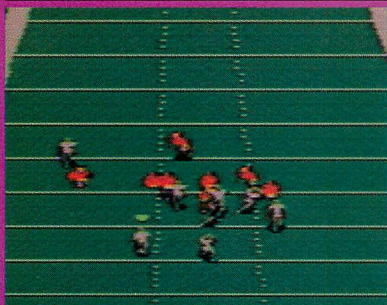
GRAPHICS	7
Big and detailed, but too flat-looking.	
SOUND/MUSIC	8
Great; blows away <i>PGA II</i> (see above).	
PLAYABILITY	7
The interface is good, if a bit mechanical.	

OVERALL RATING



GAME GEAR

NFL '95 • SEGA • 1-2 PLAYERS • 4 MEG



Like the Genesis game of the same name, *NFL '95* is an extremely ambitious cartridge with a lot of successful features and a few that fall short. Teams on the field are unfortunately limited to eight players each instead of eleven, but the game's NFL and NFLPA licenses allow real team logos and player names. The "Segavision" scoreboard shows cool photos between plays, but it has a tendency to repeat itself; sometimes it'll even show the ref calling for a measurement after an incomplete pass! A *Madden*-like perspective, but without the "Mode 7"-style horizontal shifting. Not perfect, but not too bad, either.

BREAKDOWN

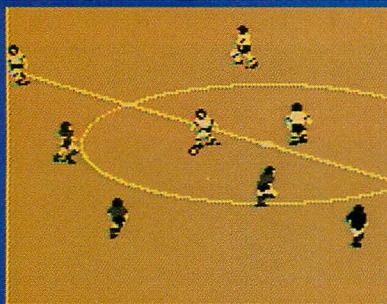
GRAPHICS	8
Decent field perspective and animation.	
SOUND/MUSIC	5
Don't expect SportsTalk or anything.	
PLAYABILITY	7
Beats the first Game Gear <i>Montana</i> game.	

OVERALL RATING



GAME BOY

FIFA INTERNATIONAL SOCCER • MALIBU GAMES • 1 PLAYER • 2 MEG



FIFA International Soccer for the Game Boy features the same great 3/4 graphical perspective found in the Genesis and Super NES carts. Most of the options of the full-sized versions have been included, from League, Playoff and Tournament play to all of the various team options such as coverage, strategy and formation. There's quite a bit of detailed animation, including the after-goal celebrations by the players and on the scoreboard. Unfortunately it's all a bit too much for the Game Boy hardware to handle, and the result is sluggish controls that are sure to disappoint console *FIFA* fans.

BREAKDOWN

GRAPHICS	7
Looks almost the same as the 16-bit carts.	
SOUND/MUSIC	6
Not the same without chanting crowds.	
PLAYABILITY	4
The game plays like it's in slow motion.	

OVERALL RATING



GAME BOY

SPORTS ILLUSTRATED GOLF • MALIBU GAMES • 1-2 PLAYERS • 2 MEG



Sports Illustrated Golf has all the features you would expect in a Super NES or Genesis golf game...which is quite a feat for a tiny Game Boy cartridge! You can shoot a practice round by yourself or challenge a friend to either stroke or match play. I really liked the interface, which automatically selects the appropriate club, based on the distance between the aiming cursor and the pin. Timing your "wrist snap" based on the golfer's animated swing can be tricky, but overall *SI Golf* is great fun when you want to hit the links! A surprisingly good effort from the game's developer, the appropriately named Unexpected Development.

BREAKDOWN

GRAPHICS	8
Two detailed courses, good animation.	
SOUND/MUSIC	7
Catchy music doesn't intrude.	
PLAYABILITY	8
Adjust your shot for wind and hazards.	

OVERALL RATING



SCOREBOARD

GENESIS HOCKEY

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	NHL '95	Electronic Arts	9	8	9	8	9	9	9	8	8	8	9	7	8	9
2	NHL '94	Electronic Arts	9	9	8	7	8	9	8	8	8	9	9	7	8	9
3	NHLPA Hockey '93	Electronic Arts	8	9	8	7	8	8	8	8	8	8	8	7	8	8
4	NHL Hockey	Electronic Arts	8	9	8	8	8	8	7	7	7	8	7	8	8	7
5	ESPN National Hockey Night	Sony Imagesoft	7	8	6	6	7	6	8	7	6	6	7	6	7	6
6	Brett Hull Hockey '95	Accolade	6	7	6	6	5	6	7	8	8	6	8	6	8	9
7	Mario Lemieux Hockey	Sega	6	6	6	7	6	6	6	7	7	6	7	6	7	4

SUPER NES HOCKEY

1	NHL '95	Electronic Arts	8	8	8	6	7	8	9	7	8	7	9	7	8	9
2	NHL '94	Electronic Arts	8	8	8	8	8	8	8	7	7	7	7	6	7	9
3	Brett Hull Hockey '95	Accolade	7	7	7	7	7	7	7	8	8	7	6	8	8	8
4	Stanley Cup	Nintendo	7	7	7	7	6	6	7	8	7	6	6	8	7	7
5	Pro Sport Hockey	Jaleco	5	6	5	7	5	5	5	6	7	6	7	5	6	7

GENESIS AUTO RACING

1	Formula 1 (F1)	Domark	9	8	10	7	9	8	9	9	7	8	8	7	n/a	7
2	Virtua Racing	Sega	8	9	10	7	8	8	8	9	5	7	6	9	n/a	n/a
3	Mario Andretti Racing	Electronic Arts	8	7	8	8	8	9	8	7	8	8	8	7	n/a	7
4	Super Monaco GP	Sega	8	8	8	7	7	8	8	8	6	6	7	6	n/a	n/a
5	Newman Haas IndyCar Featuring Nigel Mansell	Acclaim	7	7	7	7	6	7	7	7	7	7	7	5	n/a	6
6	Ayrton Senna's Super Monaco GP II	Sega	7	8	7	6	6	7	7	8	6	6	7	5	n/a	5
7	Nigel Mansell's World Championship Racing	GameTek	6	6	7	7	6	6	7	7	7	6	7	5	n/a	5
8	Ferrari Grand Prix Challenge	Flying Edge	5	6	5	5	5	5	5	6	6	6	7	5	n/a	4

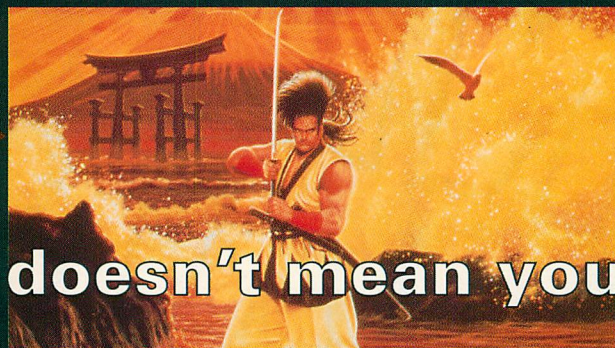
SUPER NES MOTORCYCLE RACING

1	GP-1 Part II	Atlus	8	8	8	6	8	9	8	8	8	8	7	7	7	n/a
2	GP-1	Atlus	8	9	8	7	8	8	8	8	8	7	6	6	7	n/a
3	Suzuka 8 Hours	Namco	7	7	7	7	7	7	6	8	6	7	8	7	7	5
4	Kawasaki Caribbean Challenge	GameTek	7	7	8	6	9	7	8	7	0	6	2	4	5	7

GENESIS RUGBY

1	Rugby World Cup 1995	Electronic Arts	8	8	9	7	8	7	8	8	4	8	7	8	7	6
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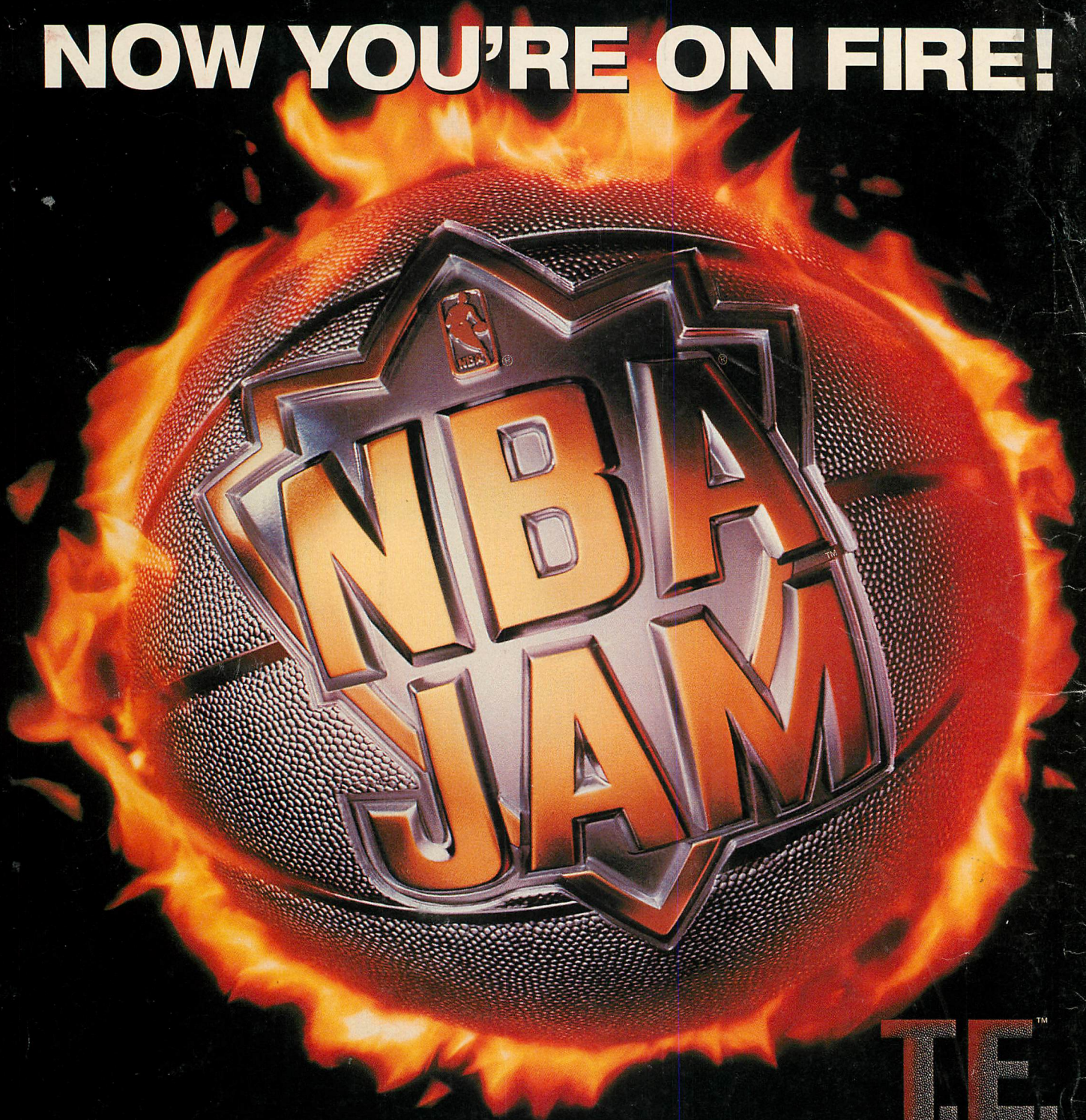


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